

GAMES

July/August 1979

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 City _____ State _____ Zip _____

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☐ Boy ☐ Girl ☐ Either

2 What geographical area are you interested in?

Urgent need exists in all the areas listed below. Select an area, or let us assign a child where the need is greatest.

- | | |
|--|---|
| <input type="checkbox"/> Where the need is greatest
<input type="checkbox"/> Africa
<input type="checkbox"/> Appalachia (U.S.)
<input type="checkbox"/> Bangladesh
<input type="checkbox"/> Chicano (U.S.)
<input type="checkbox"/> Colombia
<input type="checkbox"/> Dominican Republic
<input type="checkbox"/> Honduras | <input type="checkbox"/> Indian (U.S.)
<input type="checkbox"/> Indonesia
<input type="checkbox"/> Inner Cities (U.S.)
<input type="checkbox"/> Israel
<input type="checkbox"/> Korea
<input type="checkbox"/> Lebanon
<input type="checkbox"/> Mediterranean
<input type="checkbox"/> Mexico
<input type="checkbox"/> Rural South (U.S.) |
|--|---|

3 Would you like a picture of your sponsored child?

Shortly after we select a child for you, we can send you a photograph and brief personal history, if you desire.

☐ Yes ☐ No

4 Would you like to correspond with your sponsored child?

If desired, correspondence can help build a meaningful one-to-one relationship. Translations, where necessary, are supplied by Save the Children.

☐ Yes ☐ No

5 Would you like information about the child's community?

Several times a year you can receive detailed reports on community activities to benefit your sponsored child. These community reports show how your money is being used most effectively for permanent improvements to the child's environment—for health care, education, food production, nutrition, and community training. Would you like to receive such information?

☐ Yes ☐ No

6 Do you wish verification of Save the Children credentials?

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the handling of its funds. Based on last year's audit, an exceptionally large percentage (75.8%) of each dollar spent was used for program services and direct aid to children and their communities. Due to volunteered labor and materials, your donation provides your sponsored child with benefits worth many times your total gift. Would you like to receive an informative Annual Report (including a summary financial statement)?

☐ Yes ☐ No

(A complete audit statement is available upon request.)

7 Would you rather make a contribution than become a sponsor at this time?

☐ Yes, enclosed is my contribution of \$ _____

☐ Check here for general information about our unique programs for aiding impoverished children.

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GA 7/9



Mail to:

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 50 Wilton Road, Westport, Connecticut 06880
 Attn: David L. Guyer, President


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Wherever you are, you're never too far to spend a few moments with someone special, someone who's waiting to hear from you. You can make your day by sharing it with faraway family and friends. Call to express your care, even if it's just to say hi. It means so much to keep in touch. So reach out. Reach out to those who make you feel good. You'll both feel good. With a phone call.

 **Bell System**

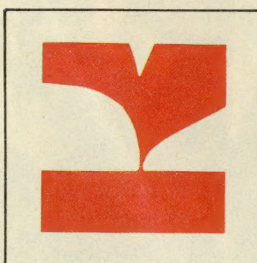
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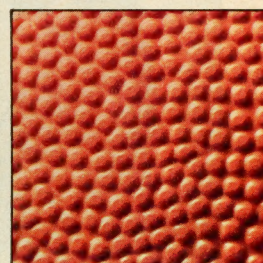
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COVER: Illustration by Seymour Chwast/Push Pin Studios (after Sir John Tenniel)

Editor's Message



Photo Courtesy Halstead/Lason

Private Games

A young friend of ours likes to walk curbs. But on Sunday mornings, when he must walk on the sidewalk, he religiously avoids cracks. And he regularly makes a New Year's resolution to keep a mental count of his sneezes throughout the coming year. (He once hung on until January 11, riding out a nasty head cold to the end, before finally losing track around sneeze 100.)

In the short time that we've been publishing GAMES, far from exhausting our subject as some skeptics had predicted, we've found a game lurking behind every bush. Wherever you look, people are playing at something or other, often unbeknownst to themselves.

Take, for instance, the most obvious case (and forgive the irreverence): last winter's Carter-Begin-Sadat round-robin playoffs. Best-played high stakes mass-audience game of Diplomacy or Three-Dimensional Chess we've seen in a long time. We hereby confer the first GAMES Cup . . .

But take the less obvious, too. Is there any one of us who doesn't have his own repertoire of secret games? I, for one, cannot approach the corner of 46th Street and Madison Avenue without first sniffing the air and taking a guess at the temperature. Then, as I turn up the avenue, I look to the thermometer atop the Newsweek Building for confirmation. About twice a month, I score an exact hit, as I did this morning.

Evenings, as the pin-striped tide ebbs back past the Dow Jones meter in the Pan Am building, I can sometimes guess, by the kind of day I've had, what kind of day the stock market had. Like, "Well, today I had . . . a -2.51." Then, eyes right: And, wow, it's a -3.83! This is of course much harder than guessing the temperature, but I'm getting pretty good at it. (Please don't telephone. I don't predict how the market *will* do, only how it *did*.)

Another favorite of mine, interesting mainly because it blurs the line between play and real life, is the game called "being late for a lunch date and in a hurry near Rockefeller Center." The object is to walk through a human sea without breaking stride. This calls for Moses' rod and the precience and dexterity of an aikido master. It's a strange sort of solitaire.

In cases like this, I wouldn't want to have to draw the line between what's for real and what's a game, or even to say whether there is a line. But it seems to me that, however you slice it (and leaving aside all those now-familiar "Games People Play"), we're playing a lot more games than we realize. Do you have a deep, dark favorite? We'd love to hear about it, anonymously or otherwise. Maybe there will be enough good ones for an outrageous article. Or maybe we'll just try to guess how many ounces of mail come in, or which letter travels the farthest to get here, or how many of us are all playing the same game.

Michael Donner
Michael Donner

GAMES

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Reader Responses: Contest entries or correspondence related to specific articles in which readers are invited to respond should be addressed to: Name of contest or article, GAMES, 515 Madison Avenue, New York, NY 10022. Any material sent to GAMES Magazine in response to any invitation appearing in this issue will become the sole property of GAMES and may be published or otherwise disposed of in the absolute discretion of GAMES Magazine without further notice. Contests are void where prohibited by law and are closed to employees of GAMES Magazine, Playboy Enterprises, Inc., and their families.

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Source comparative 'tar' and nicotine figures: FTC Report May 1978.

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LETTERS



Extraneous Melon Scotchograms

I found "Sate with Scotchograms" (March/April) most enticing and amusing, and intend to buy J. Shuttleworth's book. But here's my own message to you at GAMES: I WANDA SEYMOUR OVERDOSE UNDER FUTURE. CARRION BE INGRATE!

Lee Robinson
Kenora, Ontario

Re: Scotchograms (March/April).

OFFAL TIFFANY GAMES INURE MAGAZINE SCOTCHOGAMS STEFAN YEAST YET. PLATED WINSOME FRIENDS INANE JOY DITTO MACHO SIGH. KENYA PRINCE MORE INHALATOR ISSUE?

Phyllis Dantowitz
Downsview, Ontario

SANCTUARY MUCH FORTY COMPLIMENTS. Answer Drawer, page 67—Ed.

Our Grinning Villain?

Upon seeing "Can You Match Our Names With Our Faces?" (March/April), it occurred to this observer that Will Shortz's grin was a trace reminiscent of the villain that imperiled Pauline in the old melodramas. Why this grin I couldn't say ... until I saw the "April Fools" crossword.

Also let me thank you for publishing my "ornery" puzzle ("Mistakes," March/April), but be assured that the charmer whose picture accompanied the crossword is *not* me. While I do have a beard and thinning hair, the resemblance ends there.

Henry Hook
East Rutherford, NJ

Alas ALAKAZAR

I love the "Alakazar" Contest (May/June), but only have access to two dictionaries, neither of which is the venerable *Webster's Third*. Won't GAMES consider providing a choice of several acceptable dictionaries in future contests? It might be inconvenient to your staff, but it would be a boon to those of us who want to avoid a major purchase and lack the proper local resources to fulfill your contest requirements.

Bruce Werner
Big Rapids, MI

For all its shortcomings, Webster's Third is the most inclusive and widely available of the unabridged dictionaries. It's a rare library that doesn't have it. To allow a choice of several dictionaries would require our definition of "acceptable word" to become very long and complex, taking into account each dictionary's different classification system. Also, readers not wishing to risk being disadvantaged by their dictionary would need to go out and locate copies of each and every allowable word authority. And so, while we very much regret that not all readers have

access to Webster's Third, we have not found a better way.—Ed.

Jungle Game Jackpot

I saw the letter (January/February) inquiring where a Jungle Game could be purchased. Well, right here in Carmel-by-the-Sea we have had some Jungle Games handcrafted for us. The boards are ceramic tile mounted on ash wood, the glass playing pieces are etched with a picture of each animal. The sets sell for \$36 each. People can get additional information about them by writing to us at: Game Gallery, P.O. Box 6002, Carmel, CA 93921.

Norma Black, Co-Owner
Carmel, CA

The Jungle Game is an old Chinese game for children, and is available in most Chinese variety stores under the name "Animal Chess." The paper board is quite flimsy, but the wooden playing pieces are well worth the price of 75 cents or thereabout.

Andy Liu
Edmonton, Alberta

Can You Help?

I recently saw the movie *Quintet*, and the game that was integral to life in its futuristic city interested me very much. Is there a board game version available to the public? I'd like to try it—without the knives, that is.

Jerry Bailey
Huntingdon, TN

Send information c/o GAMES, 515 Madison Avenue, New York, NY 10022—Ed.

I'm interested in having a 35 mm transparency transformed into a jigsaw puzzle. Can you help?

Bill Bunnell
Brooklyn, NY

The American Premium Corporation will make up a sample jigsaw puzzle for you if you provide them with an 8x10 or 16x20 photo. For more information, write: Ron Dart, American Premium Corporation, 125 Walnut Street, Watertown, MA 02172.—Ed.

Alphabetical Antics

After reading "Alphabet Tales" (January/February) I wanted to share this with you: A big collie dog eats finely ground horsemeat in jellyed kale. Little mutts nibble on pickled quince. Resting satisfied, they undoubtedly view with x-rated, yawning, ZZZZs.

Terry Vanden-Bosch
West Palm Beach, FL

Summer Bouquets

You have an excellent, thought-provoking publication which stimulates all those "little grey cells" to which Agatha Christie's Hercule Poirot made frequent reference. GAMES would be a worthy candidate for required reading during the formative years in which one discovers that thinking can be fun. Its usefulness on that score reaches all ages. Good luck and good games!

Melvin E. Griffith
Williamsburg, VA

GAMES is the best thing invented since sliced bread. Not only are the articles and games interesting, but even the letters from readers provide the same enjoyment. I hope GAMES has a long life.

Kathy Cissell
Aurora, CO

Flip-Flop

You guys have done it to me again! As if the humiliation of getting only 8 of 18 right in your Etymological Call Our Bluff (January/February) wasn't enough, I scored a dismal 4 for 11 in your Inventions Call Our Bluff (May/June). Such a poor showing in a true-false test has convinced me to try a "bipolar random generator" (coin flip) next time.

Fred Piscop
Lindenhurst, NJ

LAUNDRY BASKET

If we publish your letter in Laundry Basket, we'll send you a GAMES T-Shirt.

Mistakes: January/February

★ In Dszquphsbnt! (page 26), you put the word "the" before the word "responsibility" in the Answer Drawer to problem 8, and it doesn't fit in the puzzle.

Mike Basile
Bozeman, MT

March/April

★ Regarding the puzzle "Mum's the Word" (page 27), 53 across:

Hockey has hat "tricks";

Mexico, hat "dances."

I'd sure love a T-Shirt;

How good are my chances?

Phyllis R. Johnson
Needham, MA

★ "None but the brave deserves the fair" was not written by Alexander Pope, nor even by

Pope Alexander, nor by any other Pope. It does come from "Alexander's Feast," an ode by John Dryden. The error is in the puzzle "Who Gets What" (page 29), clues 15 across and 55 across.

Judy Bagai
North Hollywood, CA

★ Meredith Willson, composer of *The Music Man* and *The Unsinkable Molly Brown*, might be found standing in River City, Iowa, in the middle of seventy-six trombones in the big parade, or even on Broadway. He would not, however, be "standing on the corner," as the shaded clue in Right Angles #2 (page 37) suggests. "Standing on the Corner (Watching All the Girls Go By)" was a song from *The Most Happy Fella* and was written by Frank Loesser. Gotcha!

Hap Erstein
Gaithersburg, MD

★ The Answer Drawer grid for "Mistakes" (page 37) contains two errors. The answer to 132 down should be SPINSTER rather than SPINSTES (making 179 across MAR); and 182 across should be SAY, not SSS (making 160 down ABABA).

Stephen J. Baksis
Pittsburgh, PA

Also, 76 down should have been HAIL, making 92 across TOJO.—Ed.

★ You say Black has "no adequate defense" in Chess problem B (page 50). I sure wish my opponents gave up that easily. In fact, Black's material superiority wins the game after 1. Qd4-f6, Rf8-e8! and now: (i) if 2. Bg7-h6, Re8xe2+, and at worst Black can force a queen exchange at b2, coming out a rook ahead after 3. Kc2-b3, Qa1xb2+; (ii) if 2. Be2-d1, Re8-e6, 3. Qf6-d4, f7-f6; (iii) if 2. Be2-g4, Qa1-e1, 3. Bg7-h6, Qe1-e5.

Tom Houston
Milwaukee, WI

May/June

★ Although I admit that I peeked at some answers for the Crossword à l'Anglaise (page 25), I knew that the answer to 18 down was ADJACENT. This was fortunate, because the answer certainly wasn't "adjacent" to anything in the Answer Drawer.

Mary Slater
Milledgeville, IL

★ In the answer to "Links of Life" (page 26), problem 8, the two carbon atoms in the left of the diagram for 1-Butene should have had a double bond.

Lynn Chesnut
Durham, NC

★ Yr thtr mngr sd nthng bt " " s n BNNNDCLD.

Brazel Jordan
Winston-Salem, NC

Translation re "Movie Shorts" on page 31 (reinstating the dropped vowels): "Your theatre manager said nothing about 'Y' as in BONNIE AND CLYDE." Evidently the instruction to "drop the vowels" stuck in his mind better than the instruction to drop "A, E, I, O, or U."—Ed.

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GAMEBITS

A NEW TILT ON PINBALL

Rudy Durand told me he wanted people to "see what it's like in the belly of the machine" during a hard-fought game of pinball. And after peddling his flipped-out screenplay for ten years, the 43-year-old record producer has finally finished *Tilt*. It's a pinball epic complete with one-of-a-kind games built especially for the film and some of the slickest photography ever to capture the silver sphere in action.

A flimsy story line takes a 14-year-old pinball hustler, Tilt (Brooke Shields), across the Southwest via *Space Mission*, *Bronco*, *Cleopatra*, *Stingray*, and other vintage games. Tilt is on her way to Texas for a match with the world's greatest pinball player, The Whale (Charles Durning), a huge fellow with a voracious appetite and a custom-made *Cosmic Venus* machine which he strokes lovingly before each game

and covers with black velvet in between bouts.

The playfield on *Cosmic Venus* will make even the most jaded pinball player whimper. The game is oriented around a series of drop targets that the player must hit *in sequence* (1-10) in order to collect the double bonus or free ball essential to victory. The Whale whacks down those targets like a con-



The Whale (Charles Durning) is the world's greatest player in the new pinball epic, *Tilt*.

cert pianist playing scales, but in real life it's not so easy. Michael "Pinball" Sennert, the long-haired Californian who built *Cosmic Venus* by hand, admitted that even he had never felled that terrible tenth target.

Not surprisingly, a *Tilt* pinball machine, sporting graphics from the movie, is scheduled to hit the street when Warner Brothers releases the film this summer. In several cities there will be pinball competitions with reconditioned machines as prizes.

Hoopla aside, pinball is more than a prop in *Tilt*. I found my fingers glued to imaginary flippers at the side of my seat, my shoulders twitching to nudge the ball off a bumper. And when the final GAME OVER flashed on the screen, I checked my pockets for change and headed for the nearest neon playfield.

—Gene Castellano

RALLY ROUND THE DICTIONARY

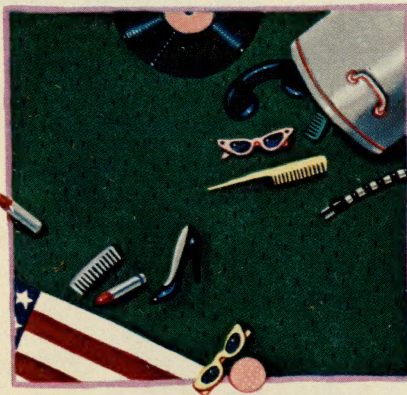
The Annual Dictionary Rally is a non-profit marathon for word fiends and other good sports. A nominal fee (\$5 last year) entitles each entrant to a paperbound dictionary, approximately 100 very tricky puzzles, and one month to work out the answers. Among the simpler questions in last year's rally, which used the *Thorndike Barnhardt Dictionary, New Revised Edition*: Go from the word two to a word with "beginner" in its definition, to TYKE, to a word having "a" as its third letter, to TWIT, to an 11-letter word. How many

times along the way did you pass a word ending with "oon"? And this: if there are more gills in a hoghead than grains in a half pound, go to the first word on page 45; otherwise, proceed to the first word on page 402. What word do you see with "a little book" in its definition?

About 500 people compete, and trophies are awarded to those who score in the top 10 percent. All participants are invited to send letters of rebuttal and revenge after the answers and winners are announced.

For application information, drop a card to *Dictionary Rally*, Box 42, Annapolis Junction, MD 20701, by August 15.

—L.F.



DISCARD PILE

Which of the following items do you think were found in Yosemite National Park after a season of camping?

Six human skeletons (partial); 487 pairs of glasses; three auto bodies—a 1921 Reo, 1934 Graham Paige, and 1952 Nash Rambler; 109 single shoes, boots, sneakers, slippers, wedgies; 16 toupees; four full wigs (one turquoise); two plastic Jesus statues; 36 animal collars; a World War II gas rationing book; 123 tape cassettes; five tape cassette recorders; 10,688 haircombs; two tele-

vision sets; 22 cameras, including one 1931 stereoscopic with undeveloped film within; 25 bins of tin and aluminum cans; 342 compacts; 4,028 lipstick dispensers; 41 sleeping bags; an extension telephone; a bathtub; two church pews with cushions; four typewriters; a 78-rpm recording of Debussy's *Afternoon of a Faun*; a 35-mm movie projector with one reel of *The Little Foxes*; and eight full-sized flags, including one from Lithuania.

Answer Drawer, page 67

SUMMER EVENTS

Before making plans to attend or participate in any of the events listed below, be sure to write for information verifying dates, times, places, etc., and to find out about entry fees and other requirements. Send a stamped, self-addressed envelope with your request.

Bridge The Summer Nationals, including the prestigious Spingold Cup Competition, in Las Vegas, July 27-August 5. For qualifying information, write: The American Contract Bridge League, 2200 Democratic Road, Memphis, TN 38116.

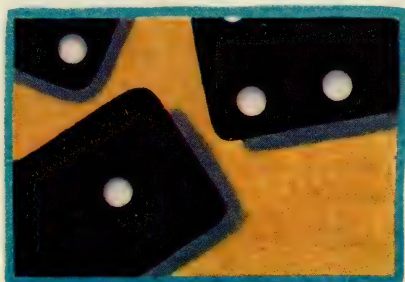
Checkers The annual tournament of the American Pool Checkers Association in Winston-Salem, NC, July 18-23. Contact: William C. Johnson, 18708 Appoline St., Detroit, MI 48235.

Chess The 1979 U.S. Open, in Chicago, July 29-August 11. Open to all United States Chess Federation members. (You can join the U.S.C.F. at the tournament.) Contact: Richard Verber, 724 W. Cornelia, Chicago, IL 60657.

Contests The National Contesters Association annual convention, at the Philadelphia Sheraton Hotel, July 15-19. For information on joining the N.C.A., contact: Mrs. Bea Priest, 4822 South 21st St., Milwaukee, WI 53221.

Cribbage The National Open Cribbage Tournament, in Raleigh, NC, August 4-6. Contact: Nick Pond, Box 12000, Raleigh, NC 27605.

Dominoes The National Domino Tournament, in Big Spring, TX, July 26-28. Contact: Domino Tournament Director, Chamber of Commerce, P.O. Box 1391, Big Spring, TX 79720.



Frisbee The World Frisbee Championships, in Pasadena, CA, August 21-26 (see March/April Gamebits). Contact: The International Frisbee Association, P.O. Box 970, San Gabriel, CA 91776.

Monopoly Local tournaments will be held this summer (through July 31) as competition gets underway for the 1980 World Championship in Bermuda. Contact: Monopoly Tournament

Director, Parker Brothers, 50 Dunham Rd., Beverly, MA 01915.

New Games The New Games Foundation will continue holding workshops throughout the summer (see May/June "The Play's the Thing"). Contact: New Games Foundation, P.O. Box 7901, San Francisco, CA 94120.

Puzzles The National Puzzlers' League annual convention, in Stamford, CT, July 20-22. For information on joining the league and attending the convention, contact: Mrs. Marjorie Friedman, 325 Middlesex Rd., Buffalo, NY 14216.

• A weekend of puzzling organized by GAMES Associate Editor Will Shortz, at The Tarrytown House, Tarrytown, NY, August 17-19. For information write: Meredith Cunningham, Tarrytown House, East Sunnyside Lane, Tarrytown, NY 10591.



In this Timber Carnival event, axemen chop through 12-inch logs set on 26-inch stands. The world's record is 17.4 seconds.

Timber Carnival The World Championship Timber Carnival, in Albany, OR, July 4. Lumberjacks perform logging feats for speed. Contact: Timber Carnival, Box 582, Albany, OR 97321.

Waiters Race The Bastille Day Waiters Race, in Washington, DC, July 14. Waiters carry trays of champagne glasses while racing several blocks from Dominique's Restaurant to the White House and back. Contact: Dominique's Restaurant, 1900 Pennsylvania Avenue, N.W., Washington, DC 20006.

Wargaming Origins '79, the national expo of war and fantasy gaming, at Widener College in Chester, PA, June 22-24. Contact: Origins '79, P.O. Box 282, Radnor, PA 19087.

• Information about future events of regional or national interest should be submitted four to five months prior to the event. Send information to Calendar, GAMES Magazine, 515 Madison Ave., New York, NY 10022.

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Cutthroat Croquet

How a Once-Proper Lawn Game Is Played in Some Backyards

by John Leo

I am a croquet junkie. Since 1975 I have played several times each weekend on a corrugated goat trail in Sag Harbor, New York, that friends there describe as a backyard. During this time I have become a brilliant strategist and a wondrous marksman. I have also broken two mallets (one a \$90 model) in fits of justified rage. Once I hammered a ball through a closed garage door as a protest against a squirrel dropping that ruined a spectacular seventy-foot shot. Three times I have quit croquet for life and instructed my wife to sever my right hand with a cleaver if I ever again picked up a mallet. In short, I love the game.

Most Americans consider this attitude a matter for psychiatric investigation. Tell a friend that you like croquet and a heavy glaze will descend over his eyes while he tries to decide whether you are senile, juvenile, or both. Contrary to popular opinion, croquet is not a silly game played only by the arthritic rich and small children. Listen to the late Cordell Hull, a true croquet nut who served as Secretary of State in his spare time: "It may seem like a namby-pamby game, but actually it is very scientific."

True. Or movie mogul Darryl Zanuck: "You can learn to hit the ball very easily, but to learn the strategy takes a minimum of two years." Also true. And then there is the experience of Peter Maas, author of *Serpico* and *King of the Gypsies*, who spent three years trying to revive croquet in his section of eastern Long Island. Maas gave it up, partly because he thought British rules were ruining the game (more on that later), but mostly because croquet proved too demanding. "It was too tough on my head," says Maas. "The game is psychologically devastating." Now he plays tennis, a more forgiving game which rests the brainpan.

Actually, croquet is a rich and exciting game that can be played almost anywhere, on any level, with or without fits of rage or mental devastation. It is a combination of billiards and chess—accuracy is obviously important, but plotting the right moves and selecting the right shots are even more crucial. World-class players, such as actor Louis Jourdan, plan their moves six or seven shots ahead, and there are so many different kinds of strokes that even a

backyard player can learn to make a ball do more things than Minnesota Fats has ever managed on a pool table.

It was not always so complex. Croquet began as a rudimentary game, much like golf today—pushing a ball around with a crooked stick. The standard theory is that it arose in France and took its name from the French word *croc* (hook). Others insist it started in Ireland and was named for the Gaelic word *cluiche* (to play). Whatever the origin, the English imported the game from Ireland in the 1850s and it quickly became a proper game admirably suited to the Victorian age. Wimbledon started as a croquet club, and only later (as in the case of Peter Maas) did the right sport fade away to make room for the lesser one.

Imported to America during the Civil War, croquet settled in as a mindless lawn game—a nineteenth-century version of miniature golf. It became known as "the courting game" with plenty of time between shots for flirting, rustling petticoats, and sipping juleps. By the 1880s it was played everywhere and almost rivaled baseball as the national pastime. But within a decade the fad was



Croquet can be played almost anywhere, on any level

over—replaced by a newer craze, bicycling. Toward the end, it managed to develop a raffish image. An 1898 report condemned it for “insidious wickedness” and a minister had it banned in Boston because it was associated with rowdiness, drunkenness, and womanizing. *Living Age* magazine soberly warned its readers that “the male antagonist becomes a creature too vile for language, [and] the decency of womanhood has disappeared by the third hoop.”

Though croquet has never recaptured its popularity, its zany, aggressive image was reawakened a generation later by a group of Hollywood producers and actors. Darryl Zanuck, known as “the terrible-tempered Mr. Bang” of croquet, spent \$14,000 a year maintaining his court, and set the tone for daylong games marked by endless arguments, heavy betting, and creative cheating. The Marx brothers all loved the game; Harpo accumulated so much croquet equipment that he turned a spare bedroom into an air-conditioned storehouse. In one game, actor George Sanders had just hit the ball belonging to Sam Goldwyn, a terrible player who was one stroke away from a rare honest win. As Sanders prepared to smash the ball away, the producer cried, “George, don’t do it! I’ll give you a Rolls-Royce!” “But Sam,” Sanders replied, bringing his mallet down in a mighty arc, “I already have a Rolls-Royce!”

On the East Coast, Herbert Bayard Swope, publisher of the *New York World*, led a revival of the game, and such celebrities as Dorothy Parker, Moss Hart, and George S. Kaufman became croquet fanatics. The leading brawler in the eastern revival was critic Alexander Woollcott, who insisted that croquet was “a cross between water polo and

mayhem.” He ranted at opponents, broke mallets by the score, and refused to let guests off his private island in Vermont until they had lost at least one game. In 1946 the West Coast crowd challenged their eastern counterparts, and in a highly publicized match, the eastern team of Hart and Tyrone Power defeated Zanuck and Howard Hawkes. Most of Hollywood attended, and tens of thousands of dollars in bets changed hands, but Hart was not convinced that the match was much of a tribute to American fair play. “Cheating is a part of croquet, as it is of poker,” he said, “but here it got out of control.”

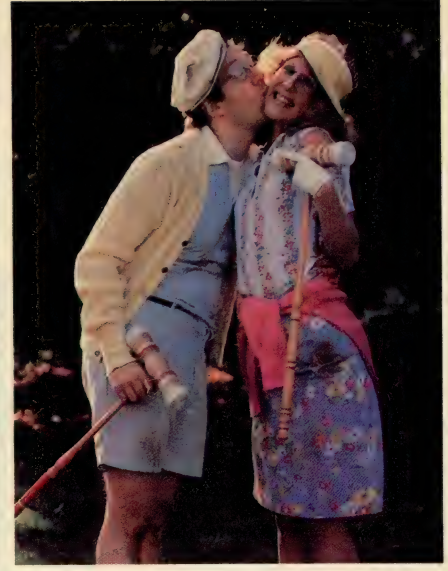
American croquet is still stamped by this spirit of yahoo aggressiveness, whereas the English game features a genteel sort of ruthlessness. “Footing” the ball, for instance, as Sanders did when he smashed Goldwyn’s ball away, is much admired here for its bracing quality of deflating the opponent, something like a slam dunk in basketball. It is not allowed in the British game. “British croquet,” said one English champion, “reflects centuries of diplomatic and administrative skills. American croquet preserves the frontier spirit, the strength and cunning needed to conquer the wilderness.” Translation: the Yanks are energetic, but crude.

The American game is generally played with two stakes and nine wickets set up in a double-diamond pattern. Rules vary depending on who owns the lawn, but the procedure is simple enough: players start in front of the home stake and move counterclockwise through the wickets; the player or team that returns and hits the home stake wins the game. Each turn consists of one stroke, except that you get one extra shot for going through a wicket, and two extra shots if you strike another ball (a

roquet). Once you hit another ball, you are “dead” on it, and cannot hit it again until you go through another wicket. For your first stroke, after a hit, you can place your ball a mallet-head’s length away from the roqueted ball; or you can play directly “off the ball” (a croquet shot).

The British game, which evolved from the nine-wicket game in the 1920s, is unabashedly aristocratic. Reduced to six wickets, it requires a court about twice the size of the average backyard (105 by 84 feet), and the narrow steel hoops—only an eighth of an inch wider than the ball—presume a lawn of putting green quality. The wickets are laid out with one in each corner of the court and two in the center, flanking a single stake. After a roquet, all shots must be played off the ball—no taking your ball a clean mallet-head’s length away. It is non-rotational (when your turn comes, you may either shoot your ball or your partner’s) and every ball is “live” on every other ball at the beginning of each turn. Under the British handicap system, the weaker team is granted one or more “bisques,” extra shots that may be taken at any time. And the opening of the game is a cat-and-mouse affair. Players start from an endline far from the first hoop and aim the first shots far enough away from the hoop to avoid being in the next player’s line of fire.

To complicate matters further, there is a third major version of croquet—the official American game, endorsed by the United States Croquet Association and played on the Bermuda-Palm Beach-Southampton-California circuit. It is the British six-wicket game adapted to American tastes: the complicated British opening is dropped, play is strictly rotational, footing is sometimes allowed, and players are not automatically “live”



—with or without fits of rage or mental devastation.

on every other ball at the start of a turn.

American croquet—in both versions—is far more strategic, a thinking player's sport, while the British is a simpler shooter's game. The British rule that every player is "live" on every ball at the start of each turn, for instance, eliminates all the thinking required in the American game about when to hit another ball, and how to avoid being "dead" on all other balls, a vulnerable position rarely recovered from. Partly because of snob appeal, the nine-wicket American backyard game is now shunned by the better American players. Their main argument is that with so many wickets to "clean" a ball after it is "dead" on other balls, the game is too simple for a skilled player.

But the nine-wicket game is ideal for the backyard player—it does not require an enormous rectangular course, and the extra wickets compensate for the hazards of a rough lawn. Unlike the English,

who insist on using lawns that have been rolled daily for six hundred years, Americans have never minded playing on terrible terrain. Even Zanuck's glorious court was wedged diagonally between grapefruit trees and an interesting water trap. Like Herbert Bayard Swope, who took the un-English step of installing sand traps on his court, Americans seem to like hazards and quirks in their game. In our Sag Harbor game, a hole behind the fifth wicket, caused by a sunken cesspool, led to such interesting strategy that the owners of the hole never filled it in.

Take my advice and stick to the American backyard game. There is no set of agreed-upon rules; read the ones that come with an ordinary croquet set and adapt them as you like. The United States Croquet Association will never know. Always play a four-ball game, either two players against two, or one against one with each playing two balls.

The six-ball game is a messy affair that can take five hours to play, and the two-ball game has no room for the strategy that makes croquet fascinating.

If you get hooked, invest in an English mallet. The complicated shots described below are difficult if not impossible with the flimsy American mallets. The sturdy English wickets are better than the wire American ones, but alas, they are too narrow for rough lawns. In Sag Harbor we use English winter wickets, which are a bit wider. The only other aspect of the English game that we have adapted is to play off the ball after a hit. This makes the game more challenging and forces you to learn the more exotic shots. Above all, pay no attention to the pitying stares of your non-croquet friends. They will, of course, think that all your concentration, frustration, and predictable anger at squirrel droppings is misplaced in a child's garden game. But what do they know? □

Advanced Players Can Rush, Jump, Pass, and Roll the Ball. Here's How.

Rush Shot—Hitting your ball into another ball (a roquet) with enough force to push the target ball along in the direction you wish to go. This is a strategy worth mastering since your two free shots are taken from the point where the target ball stops rolling. On backyard lawns, the rush shot should be tried only at a distance of ten feet or less from the target ball. In the *Cut Rush* you aim for the left or right side of the target ball to angle it toward your wicket.

Jump Shot—If a ball you are "dead" on is blocking your wicket, you can leap over it and through the wicket by striking down on your ball sharply at an angle. British wickets are a foot high to allow for the jump shot.

Croquet Shots—These are shots of several sorts taken after a roquet, when you shoot directly off the ball you have hit, instead of a mallet-head's length away.

The Split Shot angles your ball off widely from the ball in front. Imagine a V formed by the line you want your ball to travel and the line you want the other ball to travel, swing in the direction of the line bisecting the V.

The Roll Shot moves both balls along so that they stop within a few feet of each other. The stroke should be a downward sweep and follow-through.

The Pass Roll drives your ball farther than the ball in front. Swing up on the hit and the

front ball will go a short way and your ball will continue past it.

The Stop Shot makes your ball stop after a few feet while the other ball goes much farther. Punch down hard at the ball and draw your mallet back on impact to avoid follow-through.

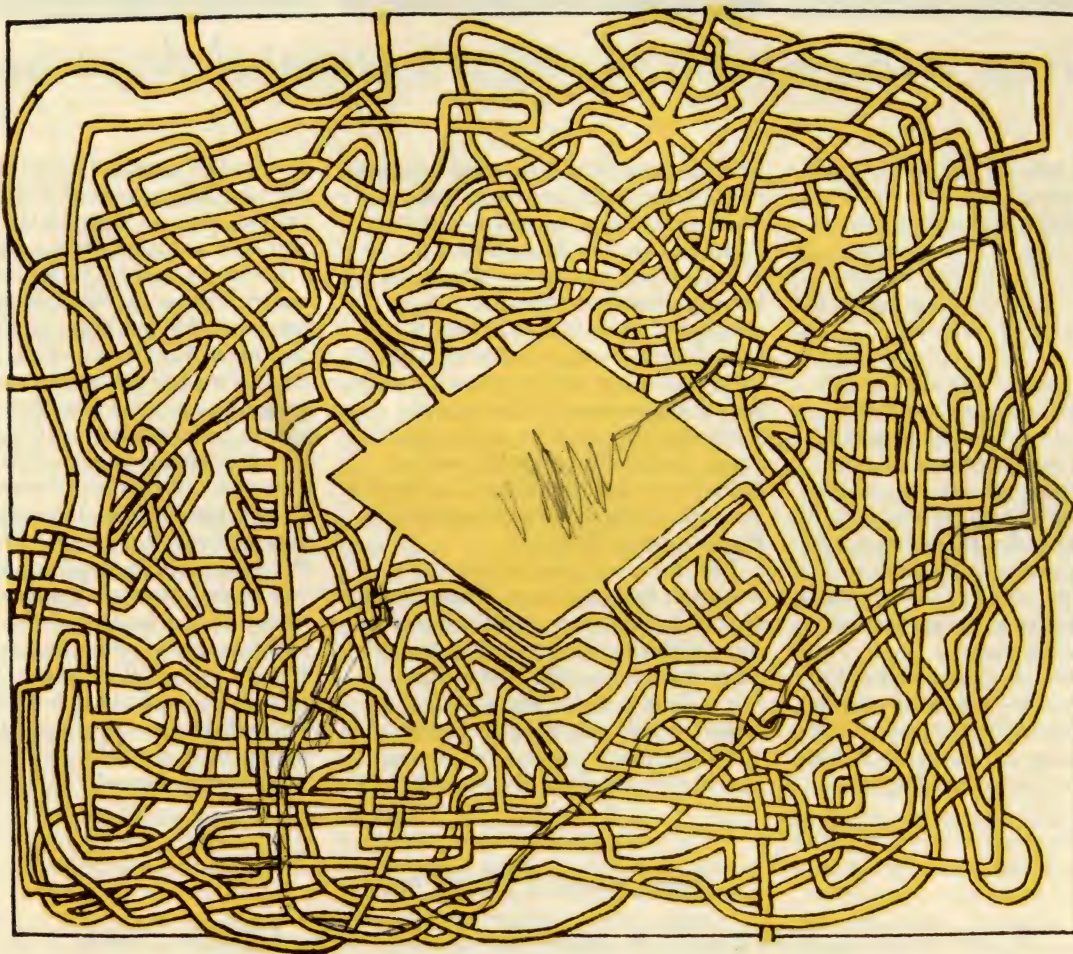
The Foot Shot sends an opponent's ball far away. Step firmly on your ball to hold it still and swing hard with a moderate backswing. With exaggerated backswing you are likely to smash your foot instead of the ball. Moss Hart once spent an entire summer on crutches after a misdirected foot shot.

John Leo is an associate editor of Time Magazine.

Curiouser and Curiouser

The Games and Puzzles of Lewis Carroll

by John Fisher



Carroll drew this maze to amuse his brothers and sisters. The task is to find your way out of the central reservation. You are allowed to pass over and under paths as illustrated, but not to cross the strategically placed single-line barriers.

It is generally known that Lewis Carroll was unexcelled as a writer of fantasy in England during Victoria's reign. It is less well known that under his real name of Charles Lutwidge Dodgson he was a dull, mediocre lecturer in mathematics at Christ Church College, Oxford, between 1855 and 1881. Few books have endeared themselves more to readers than *Alice's Adventures in Wonderland* and *Through the Looking-Glass*; few Oxford

tutors have proved so boring that, as happened in his case, their students have signed a complaint to the head of the college asking to be transferred to other hands. Between these two selves, however, there existed a twilight area where Carroll's spirit of play overlapped his interest in numbers.

Carroll's fascination with games, puzzles, and recreational mathematics can be traced back to childhood. As a boy he marked out a maze on the snow-covered lawn of his

father's garden at Croft in Yorkshire, setting the stage for a theme to which he would return several times in later years. He drew the maze above in his early twenties for *Mischmasch*, one of several family magazines he edited for the amusement of his brothers and sisters. There are three distinct solutions which, along with the answers to the other puzzles in this article, may be found in the **Answer Drawer**, page 67.

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By Alvin Tresselt, Dean of Faculty

If you want to write and get published, I can't think of a better way to do it than writing books and stories for children and teenagers. Ideas flow naturally right out of your own life. While it's still a challenge, the odds of getting that first unforgettable check from a juvenile publisher are better than they are from just about any other kind of publisher I know.

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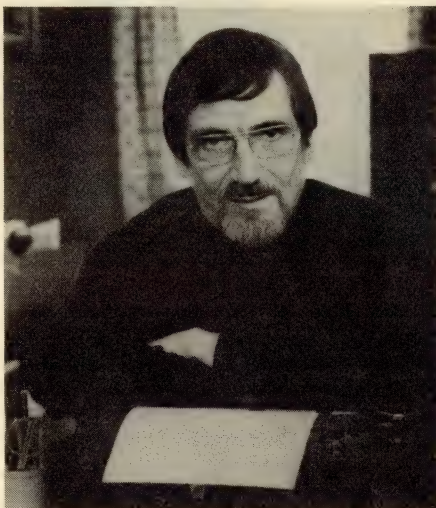
But, that's not all. The financial rewards go far beyond most people's expectations because there's a surprisingly big market out there for writers who are trained to crack it. More than 130 million young people's books are purchased each year. Between 2,000 and 2,500 new titles appear annually and new authors account for as many as half of them.

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Alvin Tresselt was Vice President and Executive Editor of Parents' Magazine Press, the first editor of *Humpty Dumpty's Magazine for Children*, and has served on the board of the Author's Guild. His 53 books for young readers have sold over two million copies.

tive students don't have the earmarks of success, we probably can't help them. And we tell them so. It's only fair to both of us.

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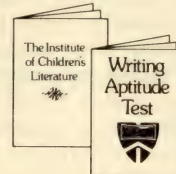
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Carroll's career as a puzzlemaker finds himself in a maze of his own. Such was Carroll's versatility in this area that any attempt to cover the full range of his interests is a labyrinthine adventure.

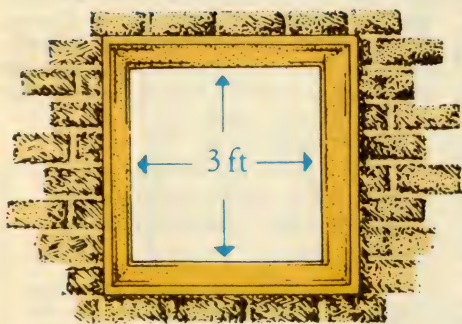
In later years Carroll's obsession with puzzles was reflected in both his letters and his diaries. One of his last diary entries mentions how, on December 19, 1897, he "sat up till 4 A.M. over a tempting problem, sent... from New York," to:

find three different right triangles of equal area, all of whose sides are whole numbers.

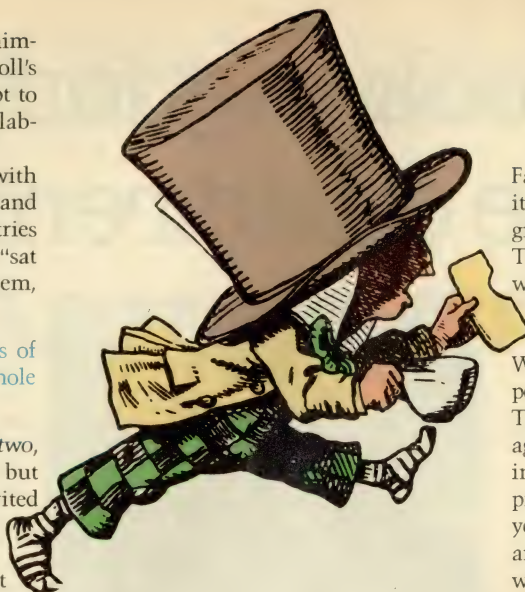
Carroll goes on to say that he "found two, whose sides are 20, 21, 29; 12, 35, 37; but could not find three." The reader is invited to succeed where Carroll failed. (Remember that if the sides of one of your triangles are a , b , and c , then it must be true that $a^2 + b^2 = c^2$; and the value of $a \times b$ must be the same for each of your triangles.)

On March 15, 1873, he wrote less seriously to a young child friend, Helen Feilden:

"A gentleman (a nobleman let us say, to make it more interesting) had a sitting room with only one window in it—a square window, 3 feet high and 3 feet wide. Now he had weak eyes, and the window gave too much light, so...he sent for the builder and told him to alter it, so as only to give half the light. Only, he was to keep it square—he was to keep it 3 feet high—and he was to keep it 3 feet wide. How did he do it? Remember he wasn't allowed to use curtains or shutters, or coloured glass, or anything of that sort!"



Carroll's true originality in the area of recreational mathematics was revealed in two unusual volumes called *Pillow Problems* and *A Tangled Tale*. The former is a collection of seventy-two problems, many rather complicated, invented and solved in his head without pencil or paper while lying awake at night, as a remedy for what he described as "sceptical thoughts...blasphemous thoughts...unholy thoughts, which torture, with their hateful presence, the fancy that would fain be pure." Closer to the spirit of the Alice books is *A Tangled Tale*, a collection of puzzles and paradoxes published in 1885 and interwoven into a zany, but intellectually taxing, narrative involving three sets of characters: Clara and her aunt, Mad Mathesis; Hugh, his brother



Lambert, and their tutor Balbus; and a young traveler named Norman and his aged companion. The work was originally published as a series of competitions in a magazine called *The Monthly Packet*, and much of its charm and wit comes from the columns addressed by Carroll to contestants in which he classifies their answers in an amusing parody of the Oxford degree system. Here are the bare bones of some specimen problems or "knots" that get entangled in the paths of the main characters:

Knot 1. "The Governor of Kgovjni wants to give a very small dinner party, and invites his father's brother-in-law, his brother's father-in-law, his father-in-law's brother, and his brother-in-law's father. Find the [smallest possible] number of guests!"

Knot 2. "A Square has 20 doors on each side, which contains 21 equal parts. They [the doors] are numbered all round [consecutively], beginning at one corner. From which of the four, Nos. 9, 25, 52, 73, is the sum of the distances, to the other three, least?"

Knot 3. "A and B began the year with only 1,000 £ a-piece. They borrowed nought; they stole nought. On the New-Year's Day they had 60,000 £ between them. How did they do it?" (Warning: look for a trick solution.)

Carroll's enthusiasm for puzzles was not limited to the mathematical variety. He had an intense love of wordplay, and puns, charades, acrostics, and riddles streamed from his pen. One of his favorite pastimes was to work out anagrams of the names of famous people.

Can you spot the true identity of:

- Wild agitator! Means well;
- Flit on, cheering angel;
- Edgar Cuthwellis.

A more original puzzle theme is found in his diary entry of June 30, 1892:

"Invented what I think is a new kind of riddle: 'A Russian had three sons. The

first, named Rab, became a lawyer; the second, Ymra, became a soldier. The third became a sailor: what was his name?'"

Family rumor has it that Carroll's two favorite puzzles were "Where Does the Day Begin?" and "The Monkey and the Weight." The first considered the paradox of the man who travels around the globe at the same speed as the sun and discovers that while he started on Tuesday, it is Wednesday when he returns to his starting point. Where and when did the day change? This problem perplexed Carroll from the age of seventeen when he first published it in *The Rectory Umbrella*, another home-produced magazine of his youth. In later years he would pester government offices and telegraph companies with the dilemma which, of course, was not resolved until the arbitrary International Date Line was established in 1884.

"The Monkey and the Weight" confounded Carroll's contemporaries no end.

A weightless, perfectly flexible rope hangs over a weightless, frictionless pulley attached to the roof of a building. At one end of the rope is a weight which exactly counter-balances a monkey at the other end. If the monkey begins to climb the rope, what will happen to the weight?

In reading his diary entry for December 21, 1893, one can detect the delight of the master baffler: "It is very curious, the different views taken by good mathematicians. Price says the weight goes up, increasing velocity. Clifton (and Harcourt) that it



goes up, at the same rate as the monkey, while Sampson says that it goes down!" What really does happen?

It is no secret that Carroll modeled the character of the White Knight in *Through the Looking-Glass* on himself. They shared the same shaggy hair, gentle face, mild blue eyes, the same topsy-turvy outlook on the

Arithmetical Croquet

This little-known gem of a game for two was invented by Carroll in 1872. The version printed here was found among his papers dated April 22, 1889.



Rules

1. The first player names a number not greater than 8: the second does the same: the first then names a higher number [higher than his own last named number], not advancing more than 8 beyond his last; and so on alternately—whoever names 100, which is "winning-peg," wins the game.
2. The numbers 10, 20, etc., are the "hoops." To "take" a hoop, it is necessary to go, from a number below it, to one the same distance above it: e.g., to go from 17 to 23 would "take" the hoop 20: but to go to any other number above 20 would "miss it," in which case the player would have, in his next turn, to go back to a number below 20, in order to "take" it properly. To miss a hoop twice loses the game.
3. It is also lawful to "take" a hoop by playing *into* it, in one turn, and out of it, to the same distance above it in the next turn: e.g., to play from 17 to 20, and then from 20 to 23 in the next turn, would "take" the hoop 20. A player "in" a hoop may not play out of it with any other than the number so ordered.
4. Whatever step one player takes, bars the other [on his next turn] from taking an equal step, or the difference between it and 9: e.g., if one player advances 2, the other may not advance 2 or 7. But a player has no "barring" power when playing *into* a hoop, or when playing from any number between 90 and 100, unless the other player is also at such a number.
5. The "winning-peg," like the "hoops," may be "missed" once, but to miss it twice loses the game.
6. When one player is "in" a hoop, the other can keep him in, by playing the number he needs for coming out, so as to bar him from using it. He can also do it by playing the difference between this and 9. And he may thus go on playing the 2 barring numbers alternately: but he may not play either twice running: e.g., if one player has gone from 17 to 20, the other can keep him in by playing 3, 6, 3, 6, etc.

Sample Game

The following sample game was played between two anonymous editors on March 6, 1979. The number in parenthesis indicates the distance advanced by a player on that turn; the second number indicates the position of the player at the end of that turn. Unless the number in parenthesis is preceded by a minus sign, the player advances in a forward direction.

Move	Player X	Player Y
1	8	5
2	(2)10	(5)10
3	(2)12	(5)15
4	(8)20	(5)20
5	(8)28	(5)25
6	(2)30	(2)27*
7	—	(6)33
8	(2)32	(1)34
9	(3)35	(4)38
10	(1)36	(4)42
11	(8)44	(3)45
12	(4)48	(1)46
13	(4)52	(8)54
14	(6)58	(4)58
15	(2)60	(4)62
16	(2)62	(8)70
17	(1)63*	—
18	(7)70	(8)78
19	(7)77	(4)82
20	(6)83	(8)90
21	(2)85	(8)98
22	(2)87	(1)99
23	(1)88*	(5)104
24	(2)90*	—(4)100*

*Notes (Move 6) Player Y may move 2 because Player X is in a hoop and thus has no barring power.
(Move 7) Player X is barred from moving under rules 3 and 6.
(Move 17) Player X may move 1 because Player Y is in a hoop.
(Move 23) Player X may move 1 because player Y is in the 90s.
(Move 24, Player X) Player X would like to move 4 or 5 to prevent Player Y from naming the winning-peg, but he is barred by Player Y's last turn (since Player Y is no longer in the 90s).
(Move 24, Player Y) Player Y wins.
To move instead to a number below 100 would lose, since it would be a second "miss" of the winning-peg. □

world. Like his alter ego, Carroll was a "great hand at inventing things," among which was the prototype of what one may assume to have evolved into the game of Scrabble. His diary entry for December 19, 1880, reads: "The idea occurred to me that a game might be made of letters to be moved about on a chess-board till they form words." Other games devised by Carroll include the ingenious Arithmetical Croquet, a counting game that could be played in the head while he was out walking with his young friends (see rules and a sample game at right); Circular Billiards; Cooperative Backgammon; and the solitaire word game Doublets (also known as Laddergrams—see July/August 1978 GAMES).

For those who wish to delve more deeply into Lewis Carroll's games and puzzles, the full texts of *Pillow Problems* and *A Tangled Tale* have been combined in a single Dover publication. The two-volume edition of his diaries has long been out of print, but Oxford University Press is preparing the first full edition of his letters, also in two volumes. Here is a whole new world of fun and intrigue—a far more tangible Wonderland, in fact, than the one Carroll conjured up for Alice. What you might call a case of "curiouser and curiouser and curiouser."

Answer Drawer, page 67

John Fisher, who is currently producer of the top talk show on British television, is an accomplished magician and noted author. His works include *The Magic of Lewis Carroll*, which examines Carroll's interest in conjuring in relation to his literature; and *Body Magic*, soon to be published by Stein and Day.

John Hancock II

Signature Identification Quiz

by Dr. Ben B. Braude

Champions of chirography and other vintage GAMES readers will remember our first John Hancock quiz (May/June 1978), in which we invited you to guess the identities of well-known people by deciphering their own peculiar signatures. Here at

last is another collection of famous and infamous chicken-scratching. We've provided appropriately cryptic clues to aid or hamper you, as the case may be. Ten right is a good score; fifteen correct means you have a lot on the ballpoint.

Answer Drawer, page 67

1. Outspoken diplomat

10. Leading leaper

2. The Blue Angel

3. Mideast mastermind

11. Son of Don Brando

4. The Sundance Kid

12. Famous Minnesotan

13. Thespian famed for his trans-world trip

5. Nancy's "Special K"

14. "Notorious" for his dimpled chin

6. Famous plumber

15. An auld acquaintance

7. The père of a famous trio

16. Cinderella, Italian style

8. European statesman

9. Siamese potentate, once

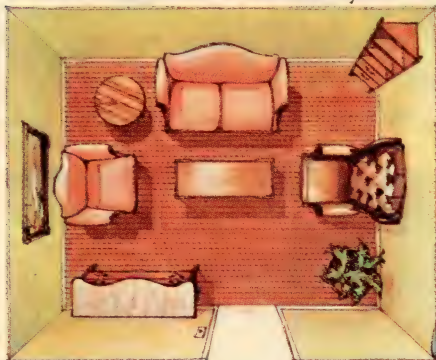
17. Mime's the word

18. Yankee Doodle Dandy

Who took The Crown Jewel of England? Solve the mystery- you could win \$25,000!

The sleuth who finds the truth may win a \$25,000 first prize, \$5,000 second prize, or one of five \$1,000 runner-up prizes.

The scene is the drawing room of a 17th century manor house in the heart of the Kent countryside.



The Drawing Room



The Butler

There are five people in the manor house.

Although no one knows it, The Crown Jewel of England is

about to be taken.

The Contessa is whispering to the Squire.

The man in the heavy boots sits holding his favorite drink - a Beefeater Gin and Tonic.

The person seated opposite the Brigadier is enjoying a Beefeater Gimlet.

The Butler enters with a

Beefeater Gibson for the person seated to the right of Lady Trumbull.

The Brigadier mumbles to himself to buy a bottle of Beefeater Gin - The Crown Jewel of England - on the way home.

Suddenly, the lights go out.



Lady Trumbull



The Contessa

The Gibson Girl swoons into the waiting arms of the Martini Man.

Lady Trumbull faints.

No one could hear any footsteps.

It should be easy to deduce who turned out the lights, dear reader.

But now, more importantly, clip out the coupon and tell us (for a chance at \$25,000) who takes The Crown Jewel

of England. That is a far trickier problem, and no one, not even you, is above suspicion. Good luck and good hunting!



The Squire



The Brigadier

Who took The Crown Jewel of England?

OFFICIAL RULES: (No purchase required.) 1. Clip out this entire coupon. On the coupon hand print your name, address and tell us who you think took The Crown Jewel of England. Mail in a hand addressed envelope no larger than 4 1/2" x 9 1/2" (#10 envelope) to Beefeater Gin "The Crown Jewel of England" Sweepstakes, P.O. Box 9241, Blair, Nebraska 68009. 2. **IMPORTANT:** In order to be eligible for a prize, you must hand print on the lower left hand corner of your mailing envelope who you think took The Crown Jewel of England. 3. Entries must be received by August 31, 1979. Enter as often as you wish, but each entry must be mailed separately. 4. Winners will be determined in a random drawing from among all correct entries received. If fewer than seven (7) correct entries are received, random drawings will be held from among all entries received to award prizes not awarded via correct entry. Random drawings are under the supervision of the D.L. Blair Corporation, an independent judging organization whose decisions are final. 5. This sweepstakes is open to residents of the United States of legal drinking age in their state of residence at time of entry. Employees of Kobrand Corp., its distributors, retailers, advertising and promotion agencies and their families are not eligible. This sweepstakes is void in Ohio, Utah and Texas, and wherever prohibited by law. Limit one prize per family. No substitution of prizes is permitted. All Federal, State and local laws and regulations apply. For a list of prize winners, send a SEPARATE self-addressed, stamped envelope to: Beefeater Gin "The Crown Jewel of England" Winners' List, P.O. Box 6279, Blair, Nebraska 68009. 6. All entries must be on Official Entry Coupons. For each additional coupon you wish send a SEPARATE self-addressed,

stamped envelope to: Beefeater Gin "The Crown Jewel of England" Coupon Request, P.O. Box 7104, Blair, Nebraska 68009. Your request must be received by July 31, 1979.

Clip out this coupon and tell us who you think took The Crown Jewel of England. Write your answer below and also on the lower left hand corner of your mailing envelope. Please hand print. (NO PURCHASE REQUIRED)

Mail to: BEEFEATER GIN "THE CROWN JEWEL OF ENGLAND"
P.O. BOX 9241, BLAIR, NEBRASKA 68009

Who took The Crown Jewel of England?

Name

Address

City

State

Zip

BEEFEATER GIN® The Crown Jewel of England.



Character Study

Alphabetical Hide and Seek

by Martin Moskof

It may surprise you to learn that each of the squares on this page contains an enlarged segment of one of thirty characters of type—the letters A through Z, plus one question mark, one exclamation point, one ampersand, and one pair of parentheses. The segments are taken from the three typefaces that appear below—some from the Caslon Up-

per Case alphabet, some from the Caslon Lower Case, and some from the Frankfurter. No character appears more than once or in more than one typeface, but we should warn you that some of them have been tilted, inverted, and/or turned into negative images.

Can you identify each of the thirty characters? ☐

Answer Drawer, page 67

Frankfurter

ABCDEFGHIJKLMNOPQRSTUVWXYZ()&?!

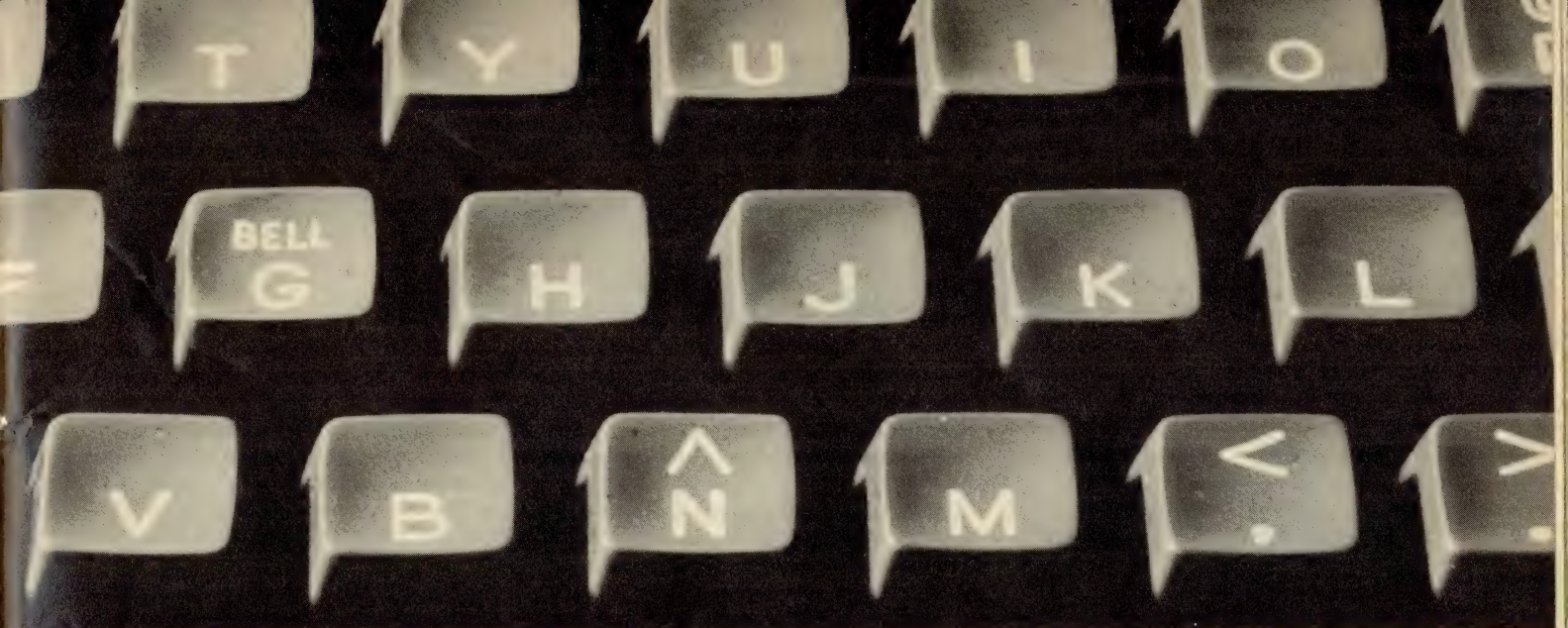
Caslon Upper Case

ABCDEFGHIJKLMNOPQRSTUVWXYZ()&?!

Caslon Lower Case

abcdefghijklmnopqrstuvwxyz





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Signature _____

Name (Please print) _____

Street/Apartment Number _____

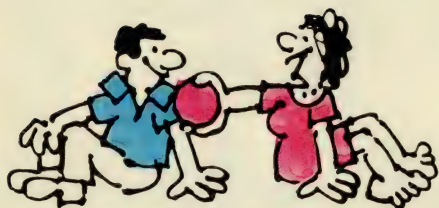
City _____

State/Province/Country _____

Postal Code _____

7L79

Good Results: New Distractions



We Got to Know You ... 3,000 of You

We "met" more than 3,000 of you—from ages 7 to 97—via our "Getting to Know You" Contest (March/April, page 60). Your rhymed acrostic entries ran the gamut from self-praise to self-parody, and were full of passions, foibles, and pet peeves. Artist Lynn Groskinsky will paint the portrait of Ronald Dell (Newton Square, PA) for his Grand Prize winning entry:

Red-eyed, fat, mean and hairy,
Ornery, growling, downright scary:
Now that's my wife. Now here is me:
A jolly, handsome reverie,
Lovely, generous, kind and sweet,
Damnably humble from head to feet.

Honorable Mention Prizes of *The Complete Rhyming Dictionary* go to:

Gary Scheel, Staatsburg, NY

September born on Sunday noon way
back in Thirty Nine,
Canines were my first love, and givin'
Ma a "line,"

High School in the fifties with girls of
golden hair,

Enter Uncle Sam, Berlin and Cuba,
"Drawin' to a Pair,"

Enchanting little children and, of
course, a loving wife;

Loquacity be damned, my friend: Six
lines about my life.

Jack Shubert, St. Louis, MO

Just consider my plight—a limerick
lover,

And christened with letters insuffi-
cient to cover!

Condone in my case
(—not a line, just a space—)

Knowing fault's not with me, but
with Mother.

Hank Schwab, Chicago, IL

Hello there friends: My name is Hank,
And that's my legal name—I'm frank;

Not Henry, since this is too formal;

Know me: The casual is normal.

Tony Levin, New York, NY

The truble with me is my speling's the
pits,

On this I'm not sure of the rools of the
game;

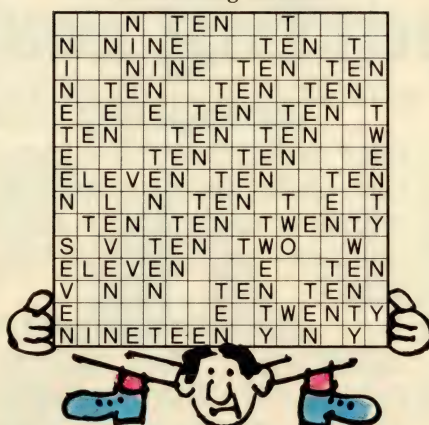
Now don't get upset if I've erred a few
bits,

In fact, I'm afrade I have mispelt my
name.

—Gloria Rosenthal

Number Stuffer: A Five-Way Tie at 678

The winning solution.



The leading score for this contest grew steadily higher (585...603...638...673...674...) until, just a week before the deadline, the first entry was received with an apparently perfect score of 678. The object of "Number Stuffer" (March/April, page 22) was to fill in a 15x15 grid in crossword puzzle fashion, using only the names of the numbers ONE through TWENTY. Since each word entered scored as many points as it "named," it may have seemed at first that the best grid would be the one containing the most TWENTYS and NINETEENS. But in fact, the winning strategy turned out to revolve around stuffing as many diagonals of interlocking TENS as possible into the grid, then finding a way of connecting them to one another (a requirement overlooked by a few contestants) and filling in the corners without wasting too much space.

A total of five entries (out of about 7,000) were submitted with a 678 score. Each consisted of two TWOS, one SEVEN, four NINES, forty-six TENS, three ELEVENS, two NINETEENS, and five TWENTYS. The grid shown above appeared in three of these entries, and its 90° transposition (obtained by moving the NINETEEN-SEVEN in the first column to the top horizontal

row, etc.) appeared in the other two.

Though we had originally scheduled a random drawing to break ties, Peter Paul Cadbury very graciously offered to quintuple the first prize when they heard we had five winners. So, we have combined first and honorable mention prizes, and each of the following people will receive 678 York Peppermint Patties (or an equivalent number of their choice of other Peter Paul Cadbury products) and a GAMES T-shirt: Joseph V. Balkovec, Pittsburgh, PA; Don Kreh, New Britain, CT; Martin A. Quade, Mechanicsville, MD; Donald Stoveken, Plainfield, NJ; Leroy Topel, Sr., St. Louis, MO.

—R.W.S.

Two Big Winners and Their Original Contests

We set out "In Search of a Contest" (January/February, page 41) and came up with more than we bargained for. Of the seven hundred entries we received, the vast majority were worthy of serious consideration. Some were eliminated because they worked better as puzzles than as contests; others were dropped because they called for tasks that have already been worked out in existing literature. But in the end, the number of ideas that might lead to terrific contests far exceeded the number of winners.

To commemorate our dilemma, we decided to award two first prizes. The winning contributions appear on the facing page as the contests for this issue. The winners will receive the prizes they named for the contests they created. Sherrie Warford of Arlington, VA, gets a Nikon Camera for the "Pet Agrees" Contest; and Jeff Miller of St. Marys, OH, gets a Fidelity Chess Challenger 10 for "Golden Chain." (Note that in our presentation of "Golden Chain," we've changed the prize to one we believe is more thematic.)

Honorable mention prizes of a GAMES T-Shirt will go to Ken Carter of Quincy, MD; Paul Milhan of Tallahassee, FL; James R. Olsen of Bedford, MD; and Allen M. Robison of Long Beach, CA. Their top-secret entries, as well as others submitted by readers who were not winners, may appear with or without modification in future issues.

—R.W.S.



Golden Chain

*Construct the longest possible
word chain whose links,
taken in successive pairs, form compound words.*

First Prize: A 14-karat gold Italian Mosaic Neck/Lace from Speidel, with a gold Tooth/Pick to hang on it.

Four Honorable Mention Prizes: A GAMES T-Shirt.

Object. Consider the following series of words: HANG/OVER/COOK/WARE/HOUSE. Each successive pair of these simple words forms a *compound word* (HANGOVER, OVERCOOK, COOKWARE, WAREHOUSE). The object of this contest is to form the longest chain of *different* words such that each successive pair, taken in order, forms a compound word. Using the words in the above example is permitted but not required.

Acceptable Words. All simple words on your list and all compound words formed from them must be recognized and listed by *Webster's Third New International Dictionary* (Unabridged) as single, unabbreviated, non-hyphenated, noncapitalized words. Also, each compound word must be formed from a pair of shorter words without re-

versing their order in the chain, and without adding, deleting, or rearranging any letters. Thus the combination HANG/OVER in the example above forms the compound word HANGOVER but not the word OVERHANG; and the combination WHERE/EVER, which must drop an E in order to form the word WHEREVER, could not appear as consecutive words on your list.

Important additional rule. Some words, like BUT/TON, ASP/HALT, CAR/GO, and OUT/WARD, happen to be divisible into shorter words only "by accident"—that is, one or both of the components are unrelated to the derivation of the "compound" word. For the purposes of this contest, words of this type *will* be considered compound words and *are also acceptable*—provided that every compound word formed from your list has at least two syllables.

Entering. Type or print your list of simple words on a single card or piece of paper. It is not necessary to write out the compound words formed from them, but the words in the list must be numbered and appear in proper order. Be sure to

include your name, address, and zip code. Mail to Golden Chain, GAMES Magazine, 515 Madison Avenue, New York, NY 10022. On the reverse side of your envelope write the total number of simple words on your list (this should be equal to one more than the number of compound words formed from each successive pair of simple words). If your entry consisted of the word chain in the example given earlier, then your word list would look like this: (1) HANG, (2) OVER, (3) COOK, (4) WARE, (5) HOUSE; and you would write "Total Words: 5" on the outside of your envelope. Entries must reach us by August 1, 1979.

Winning. The entry with the greatest number of words on its list wins, provided all rules have been complied with. Ties, if any, will be broken by random drawing. You may enter as many times as you wish, provided each entry is mailed separately; but no individual may win more than one prize (only his or her best entry will count).

—Contributed by Jeff Miller

All entries become the property of GAMES Magazine. No submissions will be returned. Void where prohibited by law.

Pet Agrees

*Send us a photograph that shows
how much you
look like your favorite animal.*

First Prize: Nikon Camera.

Four Honorable Mention Prizes: A GAMES T-Shirt.

People are often heard to remark, not always in jest, how much some pets look like their masters. We would like to see to what extent this is true by asking you to send in a photograph of yourself (or a friend) and a favorite animal. The animal need not be your pet; it can be a neighbor's pet, an animal in the zoo, or even a wild animal.

Costuming is allowed, but the object of the contest is to have the person and animal in the photo look as much alike as possible without heavy-handed persuasion.

Photos should be either 35mm color slides or black and white prints (4x5 or larger). They should be of at least mini-

mal quality for good reproduction in the magazine, but photographic skill will not otherwise enter into the judging.

Fill out the entry blank, or a facsimile, being certain to include the signatures of the photographer and the person in the photo. Be sure also to write your name and address on the slide or the back of the print itself. Mail entry blanks and photos to the address indicated on the entry blank. All entries must be received by August 1, 1979. The winning entry will appear in the November/December issue, and the person who submits that entry (as distinct from the photographer or the subject of the photo) will win the prize.

You may enter this contest as many times as you wish. Entries will be judged by the staff of GAMES, and all decisions will be final.

—Contributed by Sherrie Warford.

Clip or copy this entry blank and mail to: **Pet Agrees, GAMES Magazine, 515 Madison Avenue, New York, NY 10022.**

Entry submitted by _____
Address _____
City _____ State _____ Zip _____

I hereby consent to the use by GAMES Magazine of the photograph(s) submitted herewith in any manner whatsoever, including but not limited to reproduction and publication of the photograph(s) in GAMES.

(Photographer's signature) _____

(Signature of person in photograph) _____

(Hoof or paw print of animal in picture is optional)

Entries must be received by August 1, 1979.

All entries become the exclusive property of GAMES Magazine. No submissions will be returned. Void where prohibited by law.



Illustrations by Lou Myers

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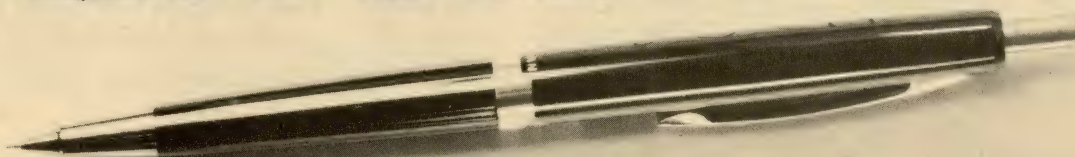
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PENCILWISE



Illustrations by Jackie Chwast

Crossword à l'Anglaise

by Doug and Janis Heller

The fun of British-style crosswords lies in seeing through their tricks. Each clue contains: (1) a definition or direct reference to the answer, and (2) a second description of the answer through wordplay. Look for instructions in the clues to help you. Words suggesting poor condition, like "poor" and "stupidly," are telltale signs of anagrams; "back" and "returning" are indicators of reversals. Common abbreviations, like N for "north" and S for "south," may be used to indicate word parts. 5 ACROSS is an example of a container clue. The answer, WHISTLE ("make catcalls"), is literally the word WHILE around the letters ST ("street"). The number in parentheses after each clue indicates the length of the answer.

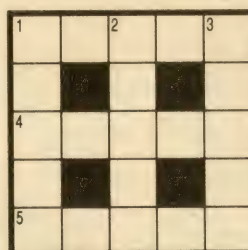
ACROSS

- 1 Puzzles in GAMES resolved (7)
- 5 Make catcalls while around the street (7)
- 9 The opposite of an insect on my returning (7)
- 10 The last of the convicts ran away and closed the door loudly (7)
- 11 Stumble in wanting Spanish wine (6)
- 12 $504 = 1$ over a fraction (8)
- 14 Links gin stupidly to vague ideas (8)
- 15 O.K., that is a migrant worker (4)
- 18 Nothing to ask chopped trees (4)
- 19 Lowering in rank for dat dere activity (8)
- 22 Replant for trees! (8)
- 23 Take care of thermo-plastic (6)
- 25 Illinois city with fashionable past (7)
- 26 "G.I. Drama" is poor pictorial representation of the facts (7)
- 27 Looks around the boils (7)
- 28 Southern invocation for the man with a hose (7)

DOWN

- 1 Pass, please, in a different order (6)
- 2 I often think mice run amok at the crucial moment (2,3,4,2,4)
- 3 Starting the first of May, and after, comb the earth for this herb (8)
- 4 Identical to what Sam Ervin holds (4)
- 5 Bathing a heavy-weight President (10)
- 6 Diary acquits every second of the Baghdad residents (6)
- 7 Everybody can be Jefferson, Nixon, and Truman (3,4,3,5)
- 8 Cease hostility and place in jeopardy (8)
- 13 Sizes of a 10¢ coin north to south—10, north to south! (10)
- 16 Fixes 100 drunk rectors (8)
- 17 The prehistoric beast from singer Martin's "Gold River" (8)
- 20 Professorial head to get to give a lecture (6)
- 21 Farmer has a change of heart and becomes a contributor to the Constitution (6)
- 24 March-time strides on display (4)

Warmup Puzzle for New Solvers



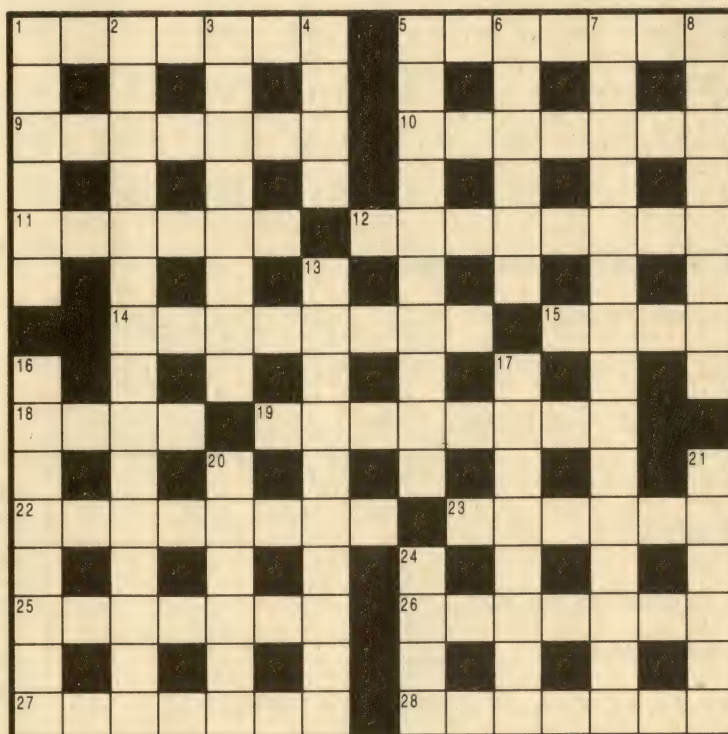
with detailed explanations in Answer Drawer, page 67

ACROSS

- 1 Strength, perhaps will (5) *second definition*
- 4 You wind thread on this in backward rings (5) *reversal*
- 5 Miss Sinatra is terribly canny (5) *anagram*

DOWN

- 1 Mother with her boy bricklayer (5) *charade*
- 2 An audible cry of pain is raised (5) *homonym*
- 3 Add the score mentally at the end (5) *concealed word*



Answer Drawer, page 67

Dszquphsbnt!

by Norma Gleason

Below are eight messages, consisting of pithy sayings, fascinating facts, and an occasional wisecrack, which have been translated into code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Word divisions in ciphers 7 and 8 have been concealed by arbitrarily putting the letters into groups of five—although the letters are still in proper order. Punctuation and asterisks have been omitted in these two ciphers to increase the challenge.

Clues are given in the box at bottom right to provide assistance if you need it.

Answer Drawer, page 68

1. BUMBLING BUNCH

X ZLJJFQQBB FP X DOLRM LC
QEB RKCFCQ, XMMLFKQBA YV QEB
RKTFIIFKD, QL AL QEB
RKKBZBPPXOV. *PQBTXOQ *EXOOLI.

2. REWARDS OF LABOR

K'O C ITGCV DGNKGXGT KP
NWEM, CPF K HKPF VJG JCTFGT
K YQTM, VJG OQTG K JCXG QH
KV. CVVTKDWVGF VQ *VJQOCU
*LGHHGTUQP.

3. TEMPUS FUGIT

BS YNGR V NCCRNE GB UNIR
ERNPURQ GUNG FGNTJ JURA
CRBCYR YBBX BYQ JUB NER BAYL
ZL NTR. SEBZ *EVPUNEQ *NEZBHE.

4. BETTER LUCK NEXT TIME

QUP YSPMYFP DYG TUI OIPN GIQ
BGIT TUYQ QI OI TLQU ULN CLEP
TYGQN YGIQUPM IGP TULHU TLCC
CYNQ EIMPSPM. *YGYQICP
*EMYGHP.

5. CAUGHT IN THE ACT

TXGBNRGG (UXEQXEV OCBSRN
WRSLXEV WXTGRSU BA PAGBSJ
FXER): ""NAORNB, X MT
GCNLNXGRQ." OCBSRN: "GA MT X,
TM'MT. X BWACVWB JAC FMG
ACB."

6. HUMBLE MAN

*YEW M *QFECT AECZ BR FVKPZ
WEQBRW BEOR BCA CSTVWETGR
QBET ETVQBRW YET'A MTVFPRZSR,
NRGEKAR BR BEZ AV YKGB YVWR
VJ CQ.

7. FIX THE PIX

FSVSH XCXED WNCPB EGUWF
NVEFE TDSJF WXDUC XDFEE
GBWEI SCCGQ WNCCO EBFXD
USHSD FCEOS BNCRE QGISD
FNBXS COVNL CIEHX SCNDR
BSONX BISSD

8. CONFESSION OF A HUMORIST

MXXRR PQIJM JXIIC KIEUZ XRHMZ
ORLIU MTEHC RXEGI CXJRU
FUMXM CYDAX MORAG HCXYM
LIMXA WDIOE AZIDK XTEXX MQIMF
EZXRJ JEQRA ZURDI UXDIC OTGIK

Additional Clues

General: Each title provides a clue of sorts. High frequency letters are E, T, O, A, N, I. In two of the first six ciphers you'll find "alphabet shift" codes, in which cipher letters and plaintext letters are a uniform number of letters apart (as in the title of this page, a one-letter shift of "cryptograms"). Another of the first six ciphers uses a "reverse alphabet" code—that is, if A = J, then J = A, and so on.

Cipher 1: Phrase TO DO appears in the plaintext. Pattern FIF in word # 12 represents a vowel-consonant-consonant-vowel series, as this pattern usually does.

Cipher 2: Words I'M and IN are in the plaintext.

Cipher 3: A plaintext vowel ending several words of four or more letters is almost always E. Word LOOK is in the plaintext.

Cipher 4: ONE and NOT are in the plaintext.

Cipher 5: Pronoun I frequently appears in conversation. -ING is a common suffix.

Cipher 6: The digraph TH appears three times in the plaintext.

Cipher 7: Plaintext word TELEVISION appears.

Cipher 8: Look for pattern words TOO and TOOK.

Wacky Wordies

by The Editors of *Games*

If our mail is any indication, the hottest new fad in the country is not roller disco, freaking, or Cheryl Tiegs. It's Wacky Wordies. During the past few months several hundred readers have sent us a set of Wacky Wordie rebus puzzles that's been circulating by hand and by mail.

Ever alert to catch the latest wave of national dementia before it crests, we at GAMES conducted a Wacky Wordies contest

among our staff. The winning entries are presented below. The object is to discern a familiar phrase, saying, cliché, or name from each arrangement of letters and/or digits. For example, box 1a depicts the phrase "Just between you and me." Box 1b shows "Hitting below the belt." Don't groan—the best are yet to come.

Answer Drawer, page 68

	a	b	c	d	e	f
1	you just me	belt hitting	lo head ve heels	VIOLETS	ABEDUMR	agb
2	cry milk	—C 3W —+—	Symphon	əɪdɔːpɪd cake	arrest you're	timing tim ing
3	O TV	night fly	STINK	injury + insult	rail	my own heart a person
4	at the · of on	dothepe	wear long	strich ground	lu cky	the market
5	worl	the x way	word YYY	search and	go off coc	no ways it ways
6	oholene	to eat h	ooo circus	1 at 3:46	late never	get a word in
7	let gone gone be gone	a chance n	OMD BAPhD	wheather	world world world world	lo ose
8	lines reading lines	chicken	y fireworks	LD Bridge	pace	danc t s etno e c

A Drinking Problem

by Walter Shepherd

On his way home from work, a Yorkshireman wishes to visit his four favorite pubs—The Bull, The Ram, The Crab, and The Twins (not necessarily in that order)—for a few pints of Guinness stout. Setting out from his shop (upper right) in the direction of the arrow, he vows to cross three bridges before enter-

ing each pub, and three more bridges before arriving home (at bottom), and to do so without crossing his path. Each of the fifteen bridges is thus to be crossed once.

In what order must the Yorkshireman visit the pubs, and how might he proceed?

Answer Drawer, page 68



Adapted from Maze # 38 in the Big Book of Mazes & Labyrinths, published by Dover Publications, Inc. Copyright © 1973 by Walter Shepherd.

Flying

by Stephanie Spadaccini

ACROSS

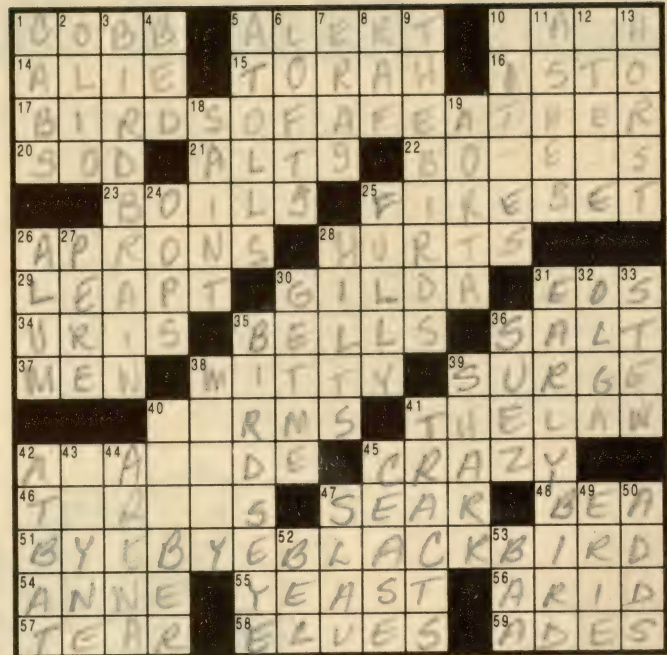
- 1 Baseball's Ty
- 5 Wide-awake
- 10 Mr. Larue's whip?
- 14 "I cannot tell _____": 2 wds.
- 15 Law of Moses
- 16 Ratio expression: 2 wds.
- 17 They flock together: 4 wds.
- 20 Turf
- 21 Heights: Abbr.
- 22 Tunnelers
- 23 Cooks in hot water
- 25 Hearth tools
- 26 Kitchen wear
- 28 Injures
- 29 Jumped
- 30 Ms. Radner of *Saturday Night Live*
- 31 Dawn goddess
- 34 QB VII author
- 35 Ringers
- 36 Worth one's _____
- 37 Gents
- 38 Thurber's Walter
- 39 Throng forward
- 40 Salon jobs, for short
- 41 "Open up in the name of _____!": 2 wds.

42 "I Love _____": 2 wds.

- 45 Bonkers
- 46 Gypsy's decks
- 47 Singe
- 48 TV's Arthur
- 51 Old song standard: 2 wds.
- 54 Equestrian princess
- 55 It makes bread rise
- 56 Desert-like
- 57 Lacerate
- 58 North Pole aides
- 59 Lemon drinks

DOWN

- 1 Horny vehicles?
- 2 Mixture
- 3 Dummy
- 4 Fourposter, e.g.
- 5 Islands with lagoons
- 6 Attics
- 7 Geologic times
- 8 British flyers: Abbr.
- 9 Hitchcock classic: 2 wds.
- 10 Metric units: Brit.
- 11 Cinders
- 12 Cubic meter
- 13 Actor Buchholz
- 18 Man with a halo
- 19 Main artery
- 24 Butter-fingers' cry
- 25 Completely
- 26 Graduate, for short
- 27 Father, in France
- 28 Sword handles
- 30 "_____ to the Church on Time": 2 wds.
- 31 Worm winner: 2 wds.
- 32 Gymnast Korbut
- 33 Goulash
- 35 Kind of view
- 36 Mideast canal
- 38 Rich in substance
- 39 Jaws menace
- 40 Examiner
- 41 Pamphlets
- 42 "Up," in baseball: 2 wds.
- 43 Actor John or singer Freda
- 44 Bullfight site
- 45 Stop
- 47 Serb, Pole, or Czech
- 49 New York canal
- 50 Computes
- 52 _____ Air, Maryland
- 53 Word from a sheep



Answer Drawer, page 69

Be Nimble, Be Quick

by Gene Traub

There probably is no commoner name in nursery rhymes and tales than Jack—we have Jack and Jill, Jack Sprat, Little Jack Horner, Jack in the Beanstalk, Jack the Giant-killer, and, of course, our favorite candlestick hurdler. The name is common in words and phrases as well. Each clue below leads to an answer containing the name Jack. For example, "Halloween fixture" would be *Jack-o'-lantern*.

Answer Drawer, page 69



1. Handyman *Jack of all trades*
2. Hard cider *Apple Jack*
3. Classic dive *Jack Knipe*
4. Win big *Jack pot*
5. "21" *Black Jack*
6. Toy *Jack-in-the-box*
7. Paul Bunyan, e.g. *Union Jack*
8. British emblem *Union Jack*
9. Exceptionally adept *Jack*
10. Singing family *Jackson's*
11. Game of dexterity *Jack's*
12. Autumn "visitor" *Jack frost*
13. Fast-starting hare *Jack rabbit*
14. Tight garment *Jack*
15. Hand-held rock drill *Jack hammer*
16. Warm-up exercise *Jumping Jack*
17. Religious plant? *Jack*
18. Pancake *Flap jacks*

Brain Games

Sixty Minutes of Mental Calisthenics

by Will Shortz

For the next sixty minutes we will be conducting a test. Remain calm and have a seat; this is *only* a test. A good score will not keep you out of the army; nor will it get you into medical school. What it will do is indicate your facility with *Brain Games*, a collection of 175 word puzzles published this spring by Simon & Schuster.

As the following selections from the book show, the puzzles require nothing more than intense concentration (uncommon words and phrases are not used). So lock up your dictionary, get some sharp pencils and a generous supply of scratch paper, set an alarm for one hour, and you're off. The maximum score is 100 points.

Answer Drawer, page 69



PART 1: Alliterations

Count 1 point each. Maximum score: 14.

Part and parcel, first and foremost, then and there, are all popular expressions, perhaps in part because their alliteration is pleasing to the ear. Put the same letter or the same *two* letters in each pair of blanks below to complete an alliterative phrase.

- | | | |
|-----------------------|------------------------------------|------------------------|
| 1. ___afe and ___ound | Ex. <u>L</u> ive and <u>L</u> earn | 10. ___ash and ___arry |
| 2. ___ot and ___eavy | 6. ___ock and ___oll | 11. ___em and ___aw |
| 3. ___im and ___oper | 7. ___ed and ___oard | 12. ___eep and ___awl |
| 4. ___ash and ___ear | 8. ___icks and ___ones | 13. ___is and ___at |
| 5. ___ip and ___ide | 9. ___ack and ___ue | 14. ___ant and ___ave |



PART 2: From Head to Tail

Score 2 points each. Maximum score: 16.

Move the initial letter of the answer to the first clue to the end of the word to get the answer to the second clue.

- | | |
|--|---------------------------------|
| Ex. Tenant's contract → Artist's stand | <u>L/EASE L</u> |
| 1. Assistant → Concept | 5. Winter transportation → Peck |
| 2. Alarms → Stroke | 6. Fear greatly → Sum again |
| 3. Smile → Boxing area | 7. Large farm → Hold secure |
| 4. Center → Ground | 8. Jelly → Gladdening |

PART 3: Charade

Award yourself 5 points for the solution.

What bird's name is composed of two consecutive words meaning "fight"?

_____ + _____

From *Brain Games* by Will Shortz. Copyright © 1979 by Will Shortz. Reprinted by permission of Simon & Schuster.



PART 4: Scramble One

Count 2 points each. Maximum score: 20.

Transpose the letters of one word in each set to make a synonym of the other two, and write the new word in the blank. The transposed word can be any one of the three—deciding which it is part of the puzzle.

1. Rating	Raged	Ex. Climate	Endure	Wreathe	Weather	Strut	_____
2. Slide	Seashore	Slope	_____	6. Faith	Cartel	Incline	_____
3. Rescue	Obtain	Ascot	_____	7. Skinny	Lane	Herd	_____
4. Catalogue	Life	Protected	_____	8. Roved	Motivated	Peripatetic	_____
5. Scented	Ancestry	Scrape	_____	9. Rain	Cause	Even	_____
		Drop	_____	10. Diet	Bound		



PART 5: Sentence Mix-Up

Count 4 points each. Maximum score: 24.

Rearrange each line of words to form a meaningful sentence. No punctuation is needed except the period.

Ex. travellers start a smart head get always
Smart travellers always get a head start.

- to with up kids are some put hard
- this content pancake one morning with yourself
- two students drew a question on most blank
- my my number five than fingers hand's
- entrance these have paintings lovely you me
- beyond medium voices from the heard the

PART 6: Change-O

Score 2 points apiece. Maximum score: 16.

You can convert the letter "o" into an a, b, d, g, p, or q with the stroke of the pen. In this fashion convert some of the o's below so that each line spells a familiar word.

Ex. c u o o o o r o (before)
c u p b o a r d (after)

- k o n o o r o o
- o o o r o o c h
- s o u o o o l e
- t o o o o o o n
- o r o o o u n o
- s o o o t o o e
- v o o o o o n o
- o o r o o o l o



Part 7: Missing Letter

Add 5 points to your score for solving this.

Only the letter Y is missing from the sentence below. Add Y ten times in the correct places (mentally supplying the necessary word spacing) to complete a statement about a covert gathering.

S P R G P S N M P H S S L L T R S T B M C R P T

Nothing to Fear But Fear

by Gloria Rosenthal

If you were suffering from the phobias in the first column, you would not want to see the movies in the second column. Match the appropriate fears and movies. Feel free to use your dictionary. Unless you have lexicophobia.

Answer Drawer, page 68



- | | |
|--|---|
| _____ 1. Bathophobia | a. "Death of a Salesman" |
| _____ 2. Pyrophobia | b. "Towering Inferno" |
| _____ 3. Acrophobia | c. "The High and the Mighty" |
| _____ 4. Gamophobia | d. "The Night Has a Thousand Eyes" |
| _____ 5. Nyctophobia | e. "Pretty Poison" |
| _____ 6. Toxicophobia | f. "A Guide to the Married Man" |
| _____ 7. Ophidophobia | g. "The Big Sleep" |
| _____ 8. Hypnophobia | h. "20,000 Leagues Under the Sea" |
| _____ 9. Xenophobia | i. "Strangers on a Train" or "Foreign Intrigue" |
| _____ 10. Hemophobia | j. "The Red Shoes" |
| _____ 11. Pedophobia | k. "13 Rue Madeleine" |
| _____ 12. Thanatophobia or Necrophobia | l. "In Cold Blood" |
| _____ 13. Triskaidekaphobia | m. "The Snake Pit" |
| _____ 14. Erythrophobia | n. "The Children's Hour" |

Natural Consequences

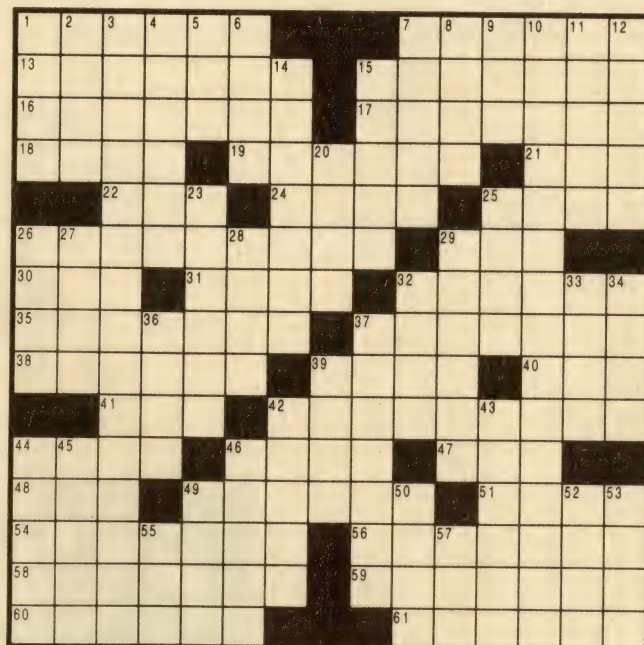
by Mel Rosen

ACROSS

- | | | |
|--|---|------------------------------------|
| 1 Basset hound feature | 42 Colonized again | 11 Large wading bird |
| 7 Criticize severely | 44 Schooner pole | 12 Robert Devereux's earldom |
| 13 Stuck to, like glue | 46 Able to think clearly | 14 Chinese New Year sights |
| 15 Normandy and Miami | 47 <i>Der _____-könig</i> (Goethe ballad) | 15 Civil War photographer |
| 16 Gym shoe | 48 Lawyers' org. | 20 Wise man |
| 17 Angry folks | 49 Composer Edgard _____ (1885-1965) | 23 Water-finder |
| 18 Word before "bag," "cuff," or "shake" | 51 Church area | 25 Another name for Jupiter |
| 19 Country twangs | 54 Despicable fellow | 26 At any time |
| 21 One of the Three Stooges | 56 Not governed | 27 Fork prong |
| 22 TV actor _____ Knight | 58 Athletic coach | 28 Told a fib |
| 24 Wanders | 59 Decorative feathers | 29 Give |
| 25 Put a curse on | 60 Fashions | 32 Parcel (out) |
| 26 Study of cultural origins | 61 Remain: 2 wds. | 33 Word with "drag" and "rat" |
| 29 What to call a medico | | 34 Winter conveyor |
| 30 Contend for | | 36 Amo, amas, _____ |
| 31 Port or sherry | | 37 Rebels: 2 wds. |
| 32 Furniture transporters | | 39 French name |
| 35 Containerizes | | 42 Harder to find |
| 37 Subscription extension | | 43 Substantial injury |
| 38 Enlarged, as a hole | | 44 Soda shop orders |
| 39 Miss Hayworth | | 45 Cut short |
| 40 Winter water form | | 46 Strongboxes |
| 41 Road surface | | 49 Hollywood and _____ |
| | | 50 Photo blowups: Abbr. |
| | | 52 _____ lily, Utah's state flower |
| | | 53 Paradise |
| | | 55 Diamond _____ |
| | | 57 Furrow |

DOWN

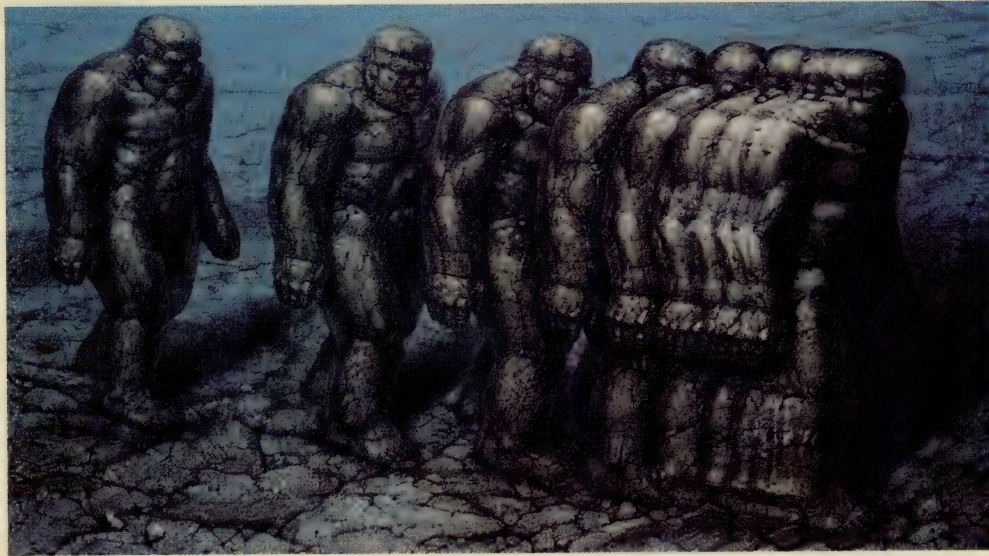
- | |
|-------------------------------|
| 1 Track and field event |
| 2 _____ Ferber |
| 3 Start of a proverb: 4 wds. |
| 4 Heavy |
| 5 It "docked" at Mt. Ararat |
| 6 Hammer part |
| 7 Circus animals |
| 8 Gives the sack to |
| 9 Pretend |
| 10 End of the proverb: 4 wds. |



Answer Drawer, page 69

PENCILWISE continues on page 41.

HOW MUCH WOULD YOU PAY TO SEE THE FUTURE?



De Es Schwertberger

Would it be worth a thousand dollars . . . a million? Could you even put a price on it? Now, with OMNI, the magazine of tomorrow, on sale today, you can! And the price is right! In the knowledge that there's so much to know, learn, do and enjoy and so little time, we're helping hurry you into the twenty-first century without missing any of the wonders of the twentieth. We're a concise package . . . light and heavy . . . fantasy and fact. We cover the past, present and especially the future. Your future. Bargain on it. Get involved. You can easily afford to (only \$18 for a one-year subscription). Can you afford not to?



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Beaux Gestes



1. *Extra!*

A bowling ball heads for the 1-3 pocket, or a high drive for the foul pole in right field; who can resist a little twist of the head, a slight list to port or starboard, a bit, in other words, of Body English. English indeed!

Every culture has a body language of its own. Italians, for example, are particularly famous for talking with their hands, whereas the British are said to speak with a "stiff upper lip." And probably the most widely recognized French gesture is touching the fingertips to the

lips and pretending to throw a kiss.

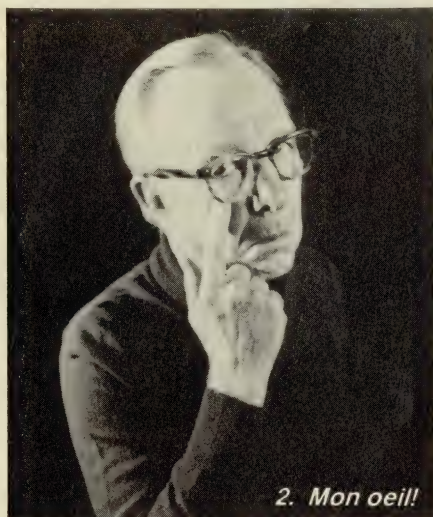
The man pictured here is demonstrating a bit of French body talk. He is Laurence Wylie, Professor of French Civilization at Harvard University, and the photographs (by Rick Stafford) are from their book *Beaux Gestes: A Guide to French Body Talk*. According to Wylie, even an advanced student of French language cannot fully decipher a Parisian dialogue without an understanding of what French bodily expressions mean.

We've picked out a few of Professor

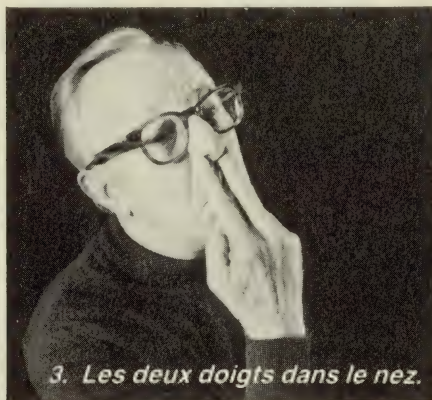
Wylie's photographs and have omitted the English translations that originally accompanied them. From a study of the pictures (which are still captioned with their verbal equivalents in French) can you figure out what's being "said"? We think you'll get the gist of at least half of them whether you know any French or not, and if you get all eight, well, we are not offering a free trip to Paris. □

—Laura King Palmer

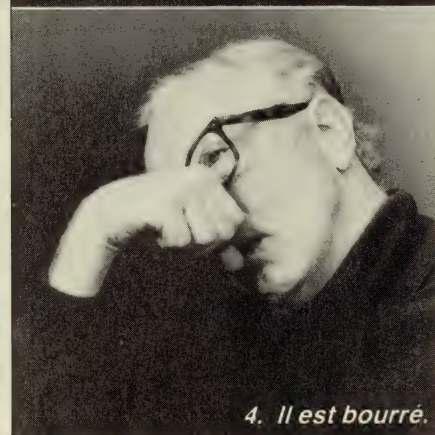
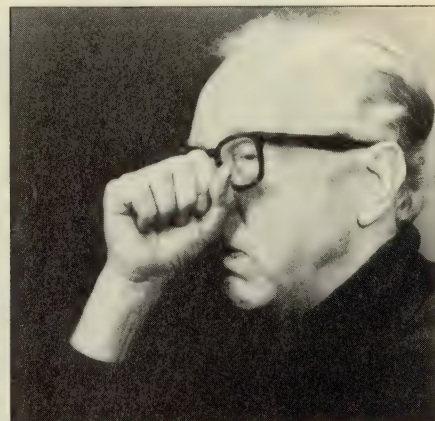
For translations, see Answer Drawer, page 72



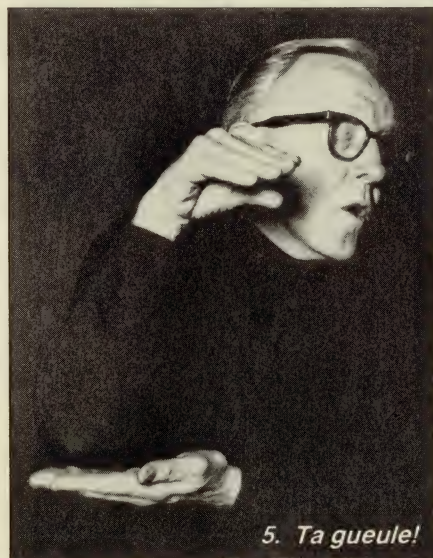
2. Mon oeil!



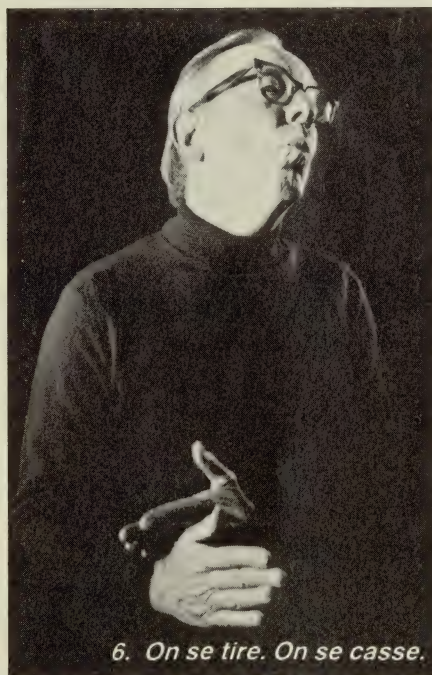
3. Les deux doigts dans le nez.



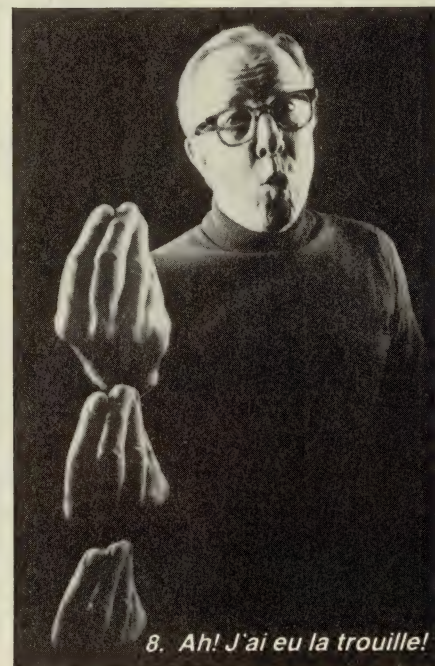
4. Il est bourré.



5. Ta gueule!



6. On se tire. On se casse.



8. Ah! J'ai eu la trouille!



7. Splendide. Quel bijou.

Excerpted from the book *Beaux Gestes* by Laurence Wylie and Rick Stafford, by permission of the publisher, The Undergraduate Press/E.P. Dutton © 1977 The Undergraduate Press



Introducing the Bose® Spatial Control™ Receiver.
The first and only receiver to let you control the spatial image of sound.



The Importance of Spatial Properties of Sound

Imagine you are at a live performance. The music which reaches your ears comes not only directly from each instrument, but from every surface which reflects the sound. This combination of reflected and direct sound creates the spatial image of sound; it provides the ambience that makes music sound lifelike.

The Bose® Spatial Control™ Receiver is the first and only receiver that creates, in your living room, a variable spatial distribution of sound, allowing you to adjust the spatial image for different kinds of music.



Controlling the Spatial Image

When you are listening to orchestral music, move the spatial slide control to the wide position. Special circuitry directs middle and high frequencies to the rear outside drivers and the front drivers of the Bose 901® Series III or IV loudspeakers. This creates a broad, dispersed pattern of reflections. You experience the breadth and spaciousness of a symphony orchestra.



Should you be listening to a soloist or small group, slide the control toward the narrow position. Now more sound energy is directed to the inside rear drivers to create the focused sound image you associate with intimate performances.



Built-in Bose 901 Equalizer

The Bose 901 Series IV equalizer, built into the Spatial Control™ Receiver, gives you substantial savings when purchasing 901 loudspeakers since you don't need to buy a separate equalizer.

The third speaker connection terminal on each Bose 901 Series III or IV loudspeaker makes it possible to control different sets of drivers independently. It is the key to varying the spatial properties of sound.

The Spatial Control™ Receiver is a complex combination of a stereo preamplifier and equalizer, switching circuits, compensation circuits, and four main power amplifiers. Bose-developed logic circuitry, using CMOS components, controls the complex interconnections among these elements, for ease of operation and great versatility.

Simply program the receiver for your speakers by setting the switches on the rear panel; the rest happens automatically as you operate front panel switches. Programmability gives you several options. For example, the spatial slide controls can also be used as a balance control between two sets of speakers, one equalized and the other unequalized.

Six Power Amplifiers Offer Extraordinary Versatility

Four Direct-Coupled Fully Complementary power amplifiers drive the different arrays of 901 drivers when the receiver is in the spatial mode. Two fully independent power amplifiers drive the headphones with an unequalized signal, regardless of the speakers in use. Each amplifier is individually accessible; you can, for example, enhance the realism of your system with a time delay accessory, without adding a separate amplifier.

Source and Room Compensation Controls Give More Accurate Overall Frequency Response

Bose has made precise measurements of the acoustic properties of different rooms and recording techniques and found that conventional tone controls are simply inadequate to compensate for the problems that occur in typical listening environments. The unique Source and Room Compensation Controls found on the Spatial Control Receiver approach the effectiveness of a more complicated graphic or parametric equalizer but are as easy to use as standard tone controls.

The Source and Room Compensation Controls embody the basic characteristics of the 901 Series IV equalizer controls and extend their range of control to lower frequencies. In acoustically "dead" rooms, they help restore brilliance and clarity to the high frequencies. They can also largely eliminate boominess in poorly mixed records without affecting bass fundamentals and they can restore much of the fullness lost when room surfaces absorb excessive sound energy.

The Result: Unparalleled Performance and Versatility

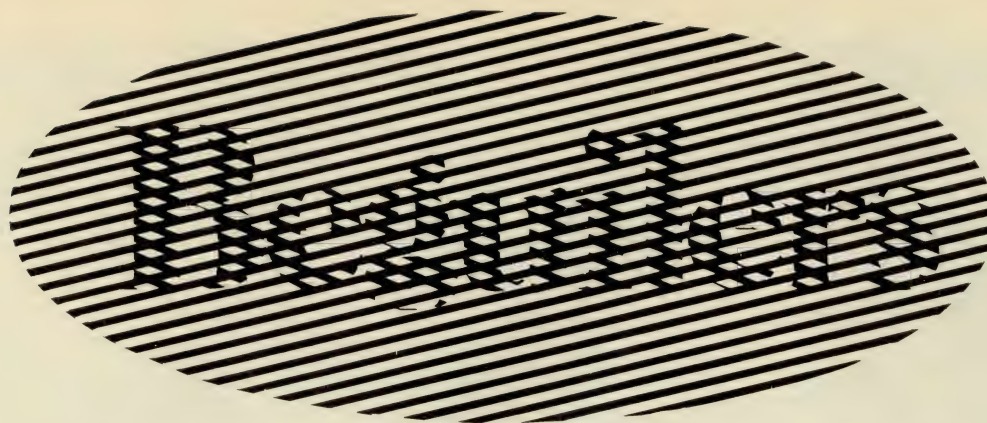
The Bose Spatial Control™ Receiver offers discriminating listeners an unequalled system for the realistic reproduction of sound. No other receiver lets you control the spatial aspects of recorded music. No other receiver has been designed to take full advantage of the unique sound-producing characteristics of the world-renowned Bose 901 loudspeaker system. And no other receiver gives you such extensive control over the acoustic variables found in widely different room environments and recordings.

No other receiver offers the total listening experience of the Bose Spatial Control™ Receiver.



BOSE®

100 The Mountain, Framingham, MA 01701



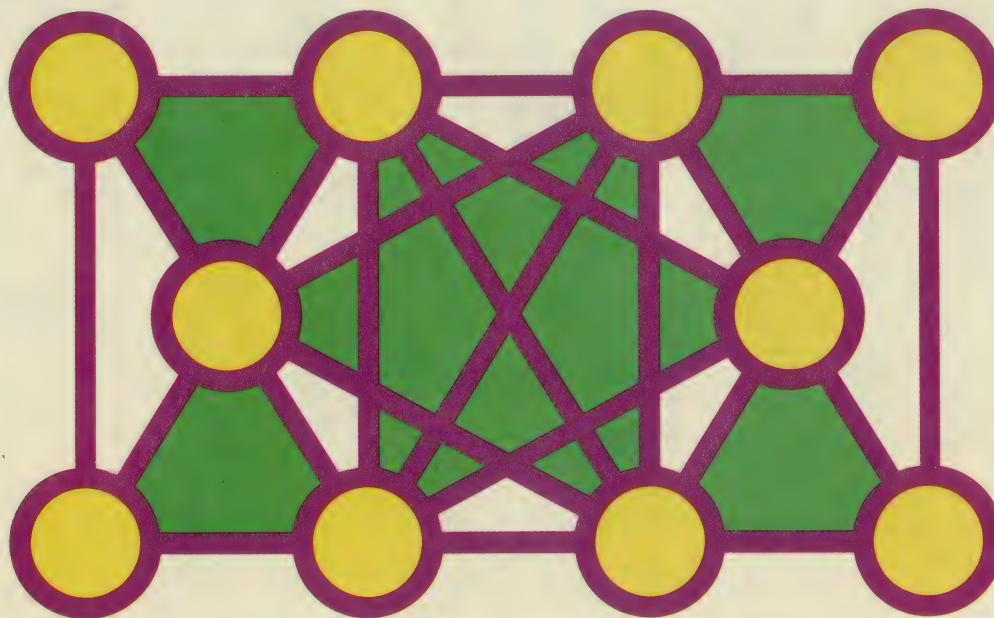
by Jack Looney

More trouble from our think and blink department. Can you solve all five of these puzzles in less than an hour? Er, well, in less than two hours?

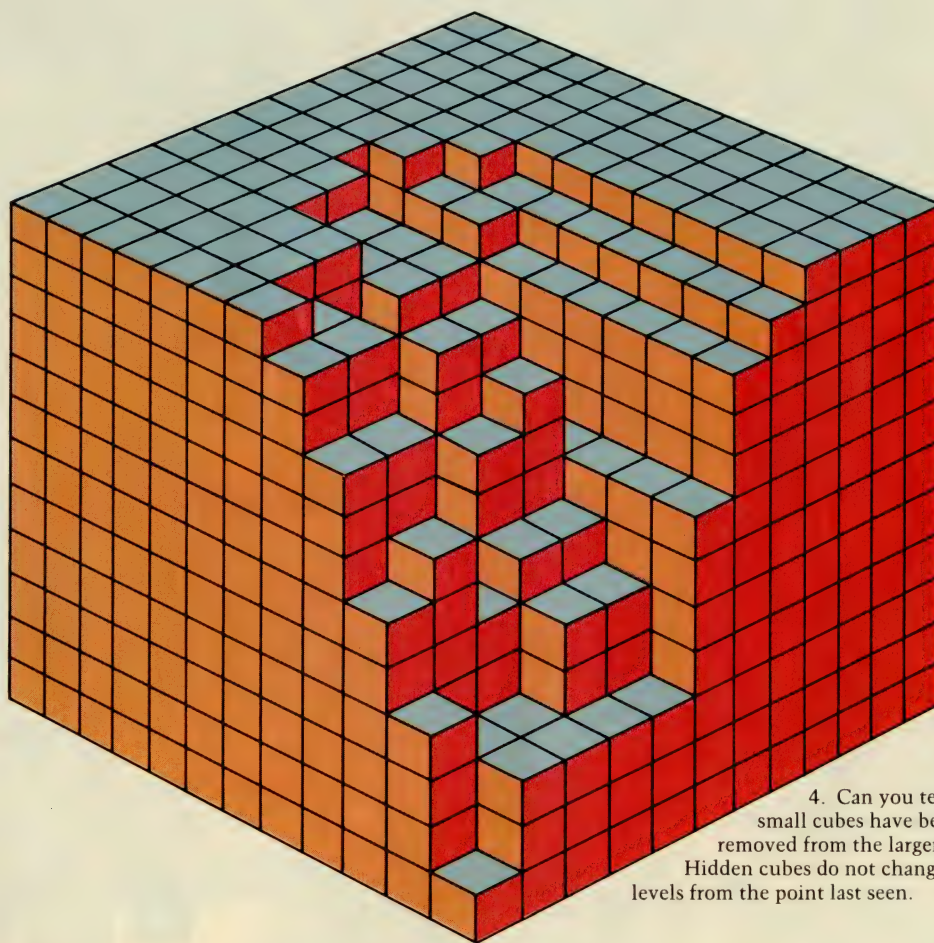
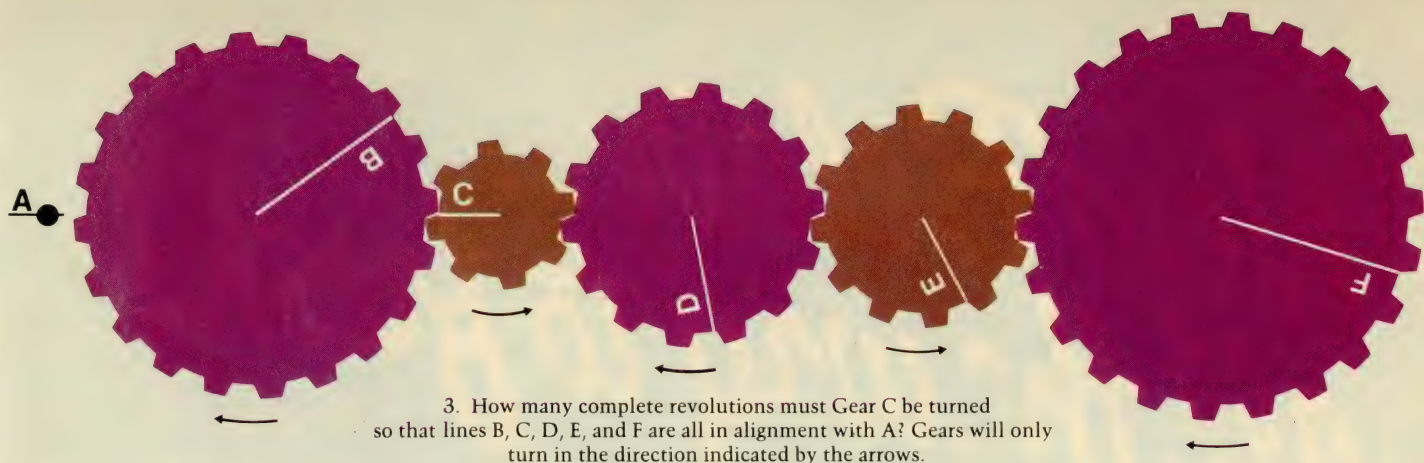
Answer Drawer, page 69

Y	O	N	O	M	O	O	N	E
E	O	N	E	O	O	N	E	M
Y	E	N	E	N	O	M	Y	O
O	O	E	E	E	O	M	N	N
Y	E	Y	O	N	M	O	N	N
E	Y	M	E	N	O	M	O	E
N	C	Y	E	N	O	M	Y	
M	E	N	E	Y	O	N	O	M
M	Y	E	Y	O	M	N	O	M

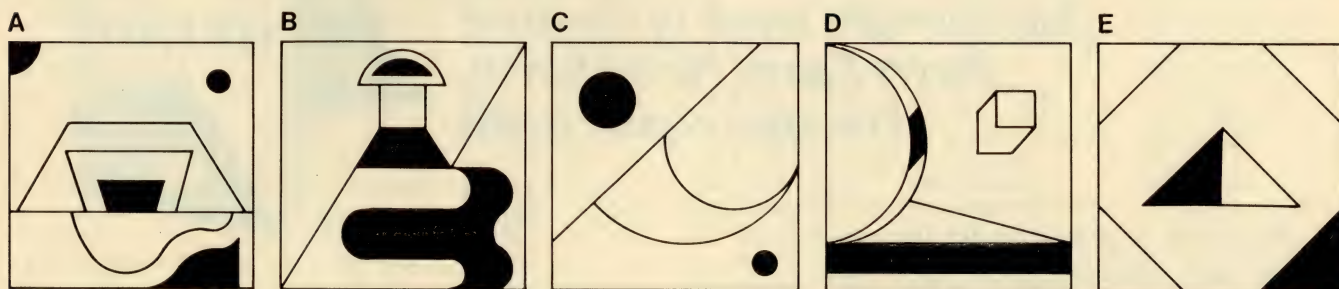
1. We lost our MONEY in the letter grid above. We know it appears in a straight line—horizontally, vertically, or diagonally. Can you find it without turning any corners?



2. Place the numbers 1 through 10 in the circles so that no consecutive numbers are connected by an unbroken line.



5. Rearrange the five squares so that they form a logical sequence.



Jack Looney, puzzle editor for AmericanWay and Bantam Books, is co-author of Star Games™.

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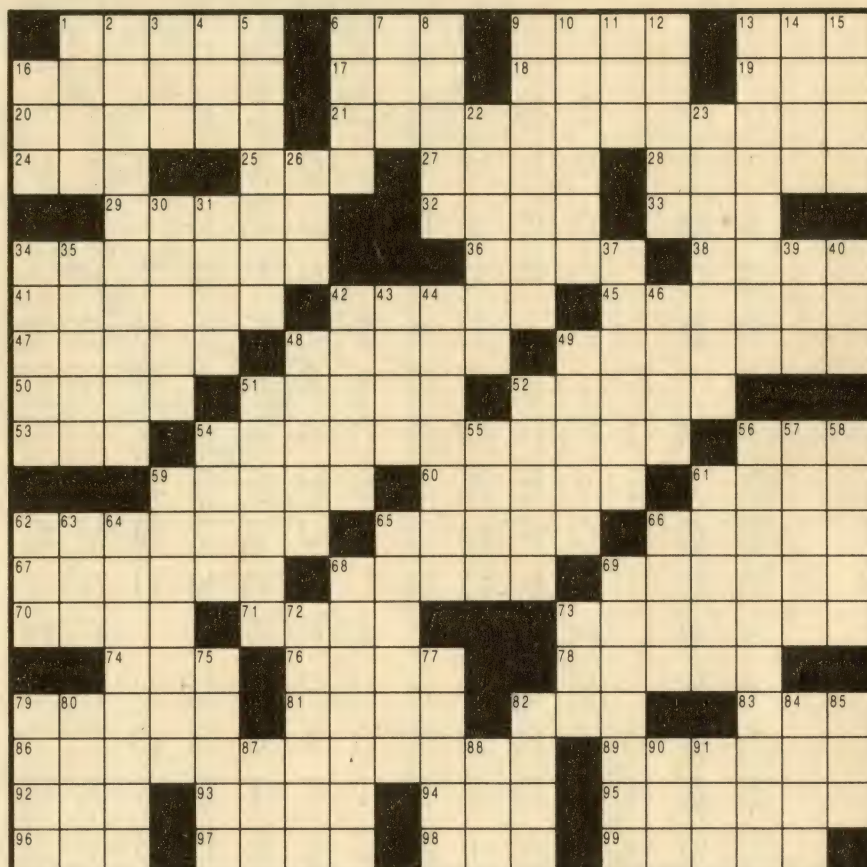
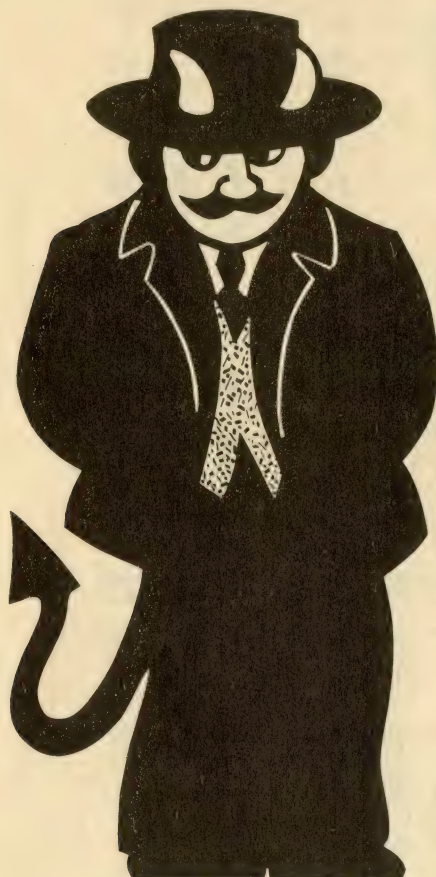
by Jordan Lasher

Of the seven puzzles presented at the Second Annual American Crossword Puzzle Tournament in Stamford, Connecticut, March 2-4, contestants found this one the trickiest and hardest. Winner Miriam Raphael from Port Chester, New York, a teacher of English as second language, missed four letters in it—as many errors as she made in the other six puzzles combined. Constructor Jordan Lasher, who attended the tourna-

ment as judge, received good-natured gibing. One woman meeting him afterward said: "You have such a kind face. One wouldn't know you were a sadist."

Instructions: If you wish to "compete" with the tournament contestants, allow yourself 30 minutes to solve. References are not allowed.

Answer Drawer, page 70



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ACROSS

- 1 Humbled oneself
- 6 Dist. ____
- 9 Sp. miss
- 13 Posed
- 16 ____ dogs (degenerate)
- 17 "Phantom 2" fighter plane
- 18 Be ____ (take it all)
- 19 Overmuch
- 20 Pensive ones
- 21 Famous Robert Browning line
- 24 Dixie: Abbr.
- 25 Overexert
- 27 Termini
- 28 King of England, 946-55
- 29 Estimate by inspection
- 32 By way of, for short
- 33 Yankees' Guidry
- 34 Allen film
- 36 Prosperity
- 38 Thrashing

- 41 Direct routes
- 42 Actor's crutch
- 45 As a whole
- 47 "West Side Story" groups
- 48 Johnny ____, jockey
- 49 Plato, to Socrates
- 50 Exhort
- 51 Puppeteer Lewis
- 52 Last Paleozoic division: Comb. form
- 53 Where the IRTruns
- 54 Prudent proverb
- 56 "And ____ Bed"
- 59 Hungarian president, 1946-8
- 60 "Thy word is ____ unto my feet"
- 61 Old Hebrew bushel
- 62 Verse form from old France
- 65 Nin, the diarist
- 66 Widespread faith
- 67 Henri Frédéric ____, French sculptor

- 68 Symbol of the altogether
- 69 New York town in which Mark Twain is buried
- 70 Device to prevent reverse rotation
- 71 Medieval land holding
- 73 Pause on the set
- 74 "I ____ Camera"
- 76 "Are you some kind of ____?"
- 78 Short of breath
- 79 Boils, in a way
- 81 Constantine's birthplace
- 82 ____-de-sac
- 83 Capuchin monkey
- 86 1940 song
- 89 Precambrian
- 92 Cecil ____ Mille
- 93 "____ sow, so shall ____"
- 94 Disconsolate
- 95 Give a piece of the rock

- 96 Atlantic catch
- 97 Chitchats
- 98 Good follower
- 99 Lathered up

DOWN

- 1 Went to a restaurant
- 2 "From ____" (song finale)
- 3 U.S. 1, e.g.
- 4 Ear: Ger.
- 5 ____ Vegas, New Mexico
- 6 As sly as ____
- 7 1924 song
- 8 Fourth Jewish month
- 9 "Gidget" star
- 10 Medical monkey
- 11 Unit of coal
- 12 Double tide
- 13 Feature of a certain mole
- 14 First-class
- 15 Robert ____ Lincoln

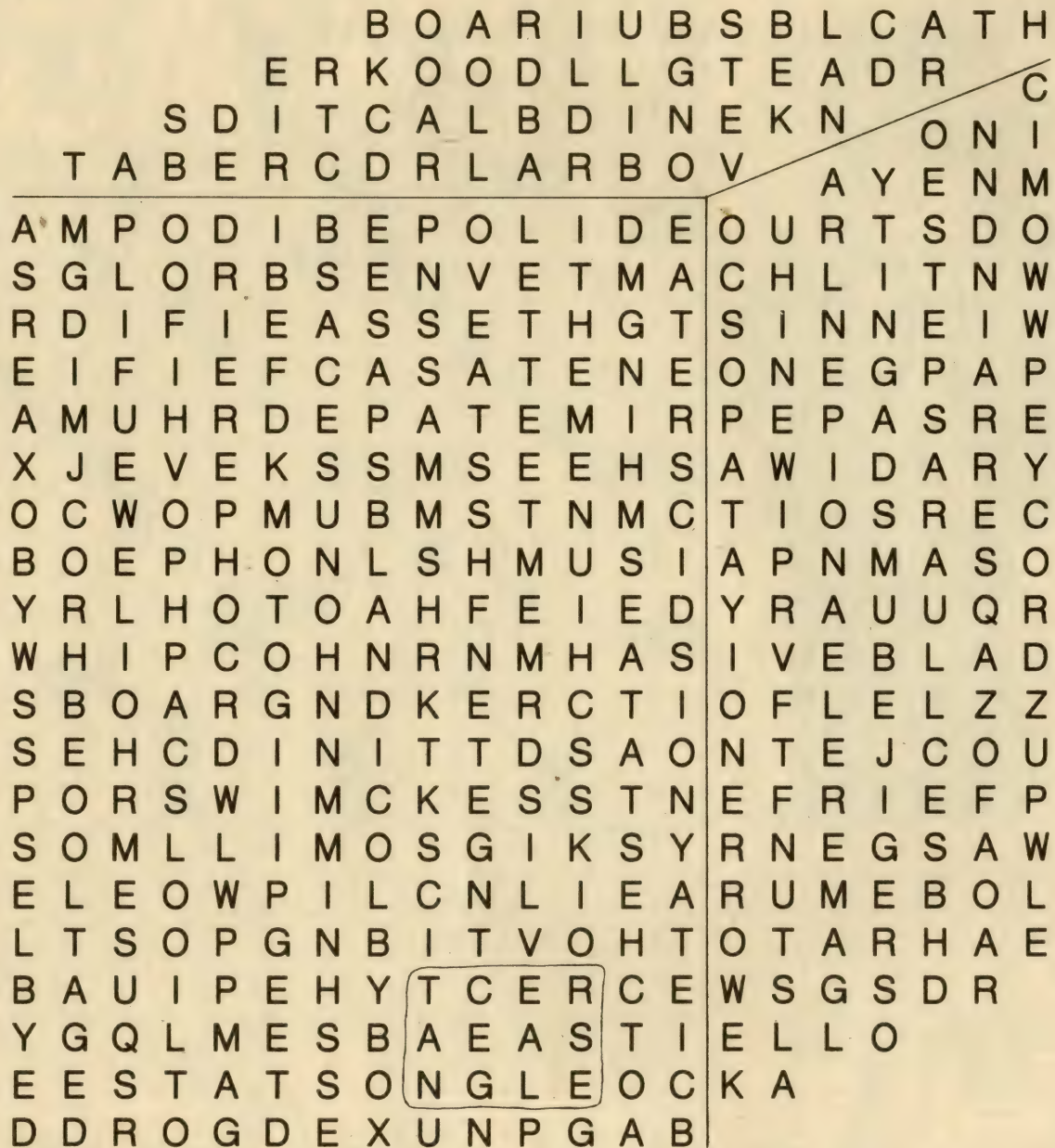
- 16 Chemist's wts.
- 22 Belong intrinsically
- 23 Fabulous country of gold
- 26 Martino and Pacino
- 30 Lounge about, in New England
- 31 Chemical endings
- 34 Air rifle
- 35 Wing-shaped
- 37 Catch in a snare
- 39 Serv. branch
- 40 Lunar New Year
- 42 Tremulous
- 43 Important part of a hot rod
- 44 Retribution
- 46 Mutter, in dialect
- 48 Little ____, state nickname
- 49 Gives the impression
- 51 Vallejo's county
- 52 Highlands pattern
- 54 Leslie Caron role
- 55 Suffix with lob or glob
- 56 Foggy food?
- 57 Alternative to Midway
- 58 Unanimously
- 59 1951 song
- 61 Namesakes of a Salinger girl
- 62 "Red carpet" man
- 63 "This ____ recording"
- 64 Cooked leftovers
- 65 Quite embarrassed
- 66 Actress Chase
- 68 Paige and Ian
- 69 Scout's assets
- 72 Comedian-actor
- 73 Shape of a cross
- 75 Ore analysis
- 77 "Can ____ Love?"
- 79 Underwater
- 80 Church calendar
- 82 Yield
- 84 Ethereal
- 85 Kind of box or cream
- 87 Dos Passos trilogy
- 88 Anti's vote
- 90 Yoko's cry?
- 91 Half a Gabor

by Edith Rudy

may begin at any point in the cube, and will read clockwise or counterclockwise around the edge of a rectangle of horizontal, vertical, or square form. The word RECTANGLES itself has been circled as an example.

Answer Drawer, page 69

Answer Drawer, page 69



AMPLIFIERS	CITY BLOCKS	HANDKERCHIEF	PHOTO ALBUM	RECORD ALBUMS	STATIONERY
BEDS	CREDIT CARD	HUMIDIFIER	PHOTOGRAPH	RECTANGLES	SWIMMING POOL
BLACKBOARD	CRIB	JEWELRY BOX	PILLOW	REFRIGERATOR	TELEVISION
BLANKETS	DESK	JIGSAW PUZZLE	PLASTIC BAG	SAFE	TENNIS COURTS
BOOK	DICTIONARY	MAPS	POOL TABLES	SHEET MUSIC	TICKET
BOXED GAMES	DOLLAR BILL	MENU	POSTAGE STAMP	SHEETS	TOWELS
BRIEFCASES	DOMINOES	OVEN	POSTER	SILVER CHESTS	TRAY
BUILDING	DOOR	PAINTING	QUILTS	SQUARE	WASHING MACHINE
CASSETTE TAPE	ENVELOPE	PAPERS	RADIOS	STATEMENTS	WINDOW
CHESSBOARD	GAMEBOARDS				

A Poser with Logic and Numbers

"Wait a minute," he said, after his friend had racked the balls for a game of pool. "You have produced an unusual pattern. The value of every ball in the bottom four rows is the difference between the values of the two balls immediately

"Of course," said his friend, "but did you know that, except for its mirror reflection, this pattern is unique?"

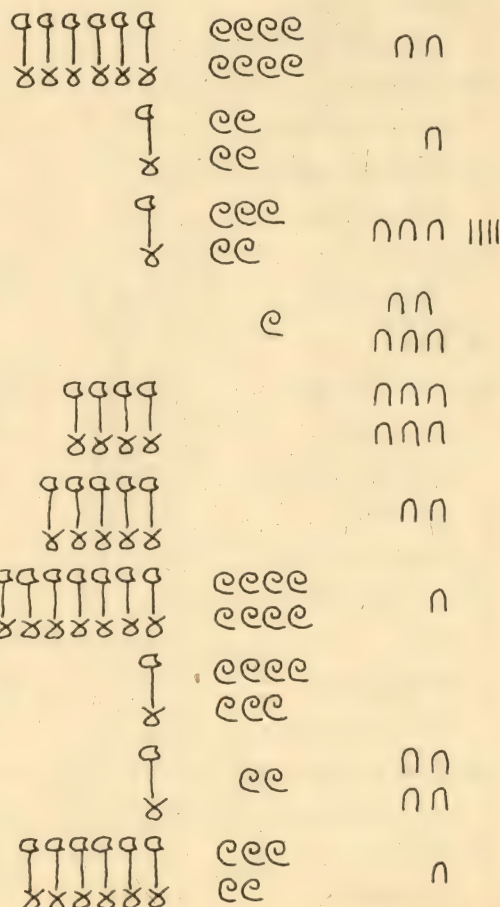
You can discover the arrangement of balls yourself with deductive logic and a small amount of trial and error. Balls 1, 2, and 3 in the illustration have been positioned for you.

A Real Puzzle

The enigmatic symbols illustrated at right were found on an Egyptian papyrus dating back over three thousand years to the reign of Ramses III (*circa* 1198-1166 B.C.). The modern-day scholars who attempted to decipher the papyrus already knew from other evidence that the symbols represented an inventory of geese belonging to the Pharaoh; but they were just as much in the dark as you are now about how to make arithmetical sense out of the strange notations. After a flash of inspiration, they concluded that Ramses owned exactly 126,254 geese. Can you explain, with no additional clues, how they arrived at this figure?

Answer Drawer, page 69

Answer Drawer, page 69

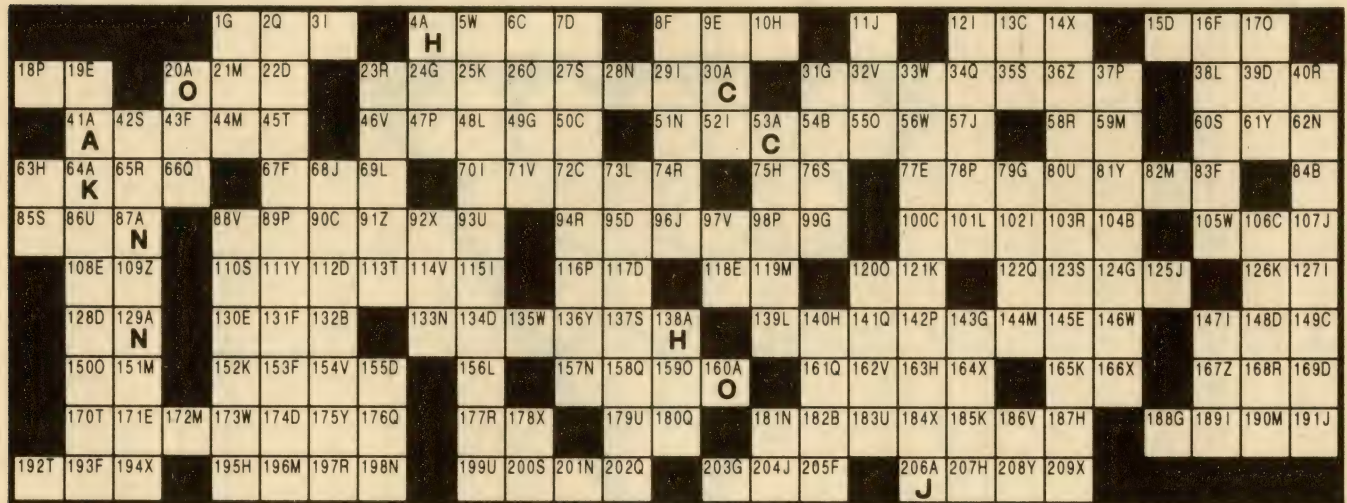


Double Cross

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words

in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the name of the author and the source of the quotation. *Answer Drawer, page 70*



A. One's signature: 2 wds.	J	O	H	N	H	A	N	C	O	C	K
	206	20	4	129	138	41	87	53	160	30	64
B. Possessor	54	84	104	132	182						
C. Stress	50	149	6	106	72	90	13	100			
D. American violinist: 2 wds.	169	22	134	174	155	148	112	7	117	95	15
E. Excited; nervous	9	19	77	108	118	130	145	171			
F. Charles Bronson film: 2 wds.	205	193	153	43	131	8	16	83	67		
G. Loathsome	24	1	143	188	79	99	203	31	124	49	
H. Winds of the Orient	195	140	163	10	207	75	63	187			
I. Dilapidated condition	70	147	189	3	12	29	52	102	115	127	
J. Opposite of mare	57	191	11	125	96	68	107	204			
K. Savors	25	126	152	165	185	121					
L. Vulgar; tawdry	48	38	73	139	156	69	101				
M. Braid	172	21	190	44	82	144	151	196	119	59	
N. Dance for a prize	133	157	198	51	181	62	28	201			
O. Beat soundly	17	26	55	120	159	150					
P. Deceiver and seducer	142	116	37	47	18	78	89	98			
Q. Goldenrod	180	34	141	158	2	122	161	176	202	66	
R. Strained, as an idea	74	168	197	94	103	177	23	58	65	40	
S. Impromptu: 3 wds.	27	35	42	60	85	123	137	200	110	76	
T. Portnoy's creator	45	113	170	192							
U. Marine shell fish	199	183	179	93	86	80					
V. Natural characteristic	162	46	71	186	154	88	114	97	32		
W. Proud; not yielding	135	33	173	5	105	56	146				
X. Be markedly successful: 3 wds.	14	92	164	166	184	178	194	209			
Y. Front of a fireplace	61	81	111	136	175	208					
Z. Seagoing vessel	109	91	36	167							

RightAngles

by E. R. Galli

The special twist of RightAngles is the way in which words are entered in the puzzle grid. Each word makes one right-angle turn somewhere along its length. But it's your task to determine where each word makes this turn and in which direction.

As a guide, the starting direction of each answer word (i.e., the direction of the word *before* the right-angle turn) is indicated by the letter given after the clue number. Words can go north, south, east, or west to start with. Of additional help is the fact that each letter in the correctly completed grid appears in exactly *two* words, no more, no less.

In RightAngles #1, the actual words to be entered in the grid are given. One word is already shown in its proper place to show you how "easy" it is.

For RightAngles #2, only the definitions of the answer words are listed. A few letters have been located in the puzzle to assist in placing your answers. Numbers in parentheses indicate length of answers. *Answer Drawer, page 70*



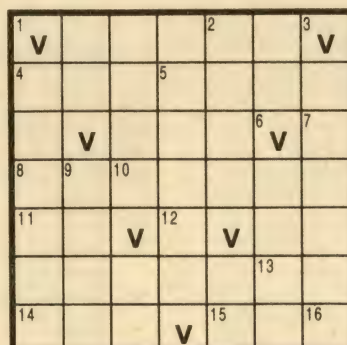
RightAngles #1—Child's Play

- 1S WYNKEN
- 2S BLYNKEN
- 3S NOD
- 4W ALSO
- 5W YANKEES
- 6E BLAMES
- 7N LONGBOW
- 8N MESS
- 9N EASY
- 10S NEWEL
- 11S ANEW
- 12W BEANBAG
- 12S BONY
- 13W KNEES
- 14E HONE
- 15W WON
- 16N SOW
- 16E SLEEPYHEADS
- 17W EPEE



RightAngles #2—V-Necked Sweater

- 1E V (7)
- 2E V (4)
- 2S Raid (5)
- 3W French wine (3)
- 4E Part of Pharaoh's domain (4)
- 5W Miss Oyl (5)
- 6S Vitality (5)
- 6S Spoken rather than written (6)
- 7S Gasoline brand (6)
- 8N Spy's false identity (5)
- 8N Man in stripes (7)
- 9E Roof overhang (4)
- 10S Eager (4)
- 11E Raucous noise (3)
- 12S Young eel (5)
- 13E Pay envelope surprise (5)
- 14N Hereditary element (4)
- 15N Alistair MacLean locale (8)
- 16W Come together (8)



FOLD THIS PAGE!
YOU ARE APPROACHING

The World's Most Ornery Crossword Puzzle

The giant puzzle on this and the following pages has two independent sets of clues: "Hard" and "Easy." If you use only the Hard Clues (beginning below and continuing beneath the diagram on the following right-hand page), you'll find this puzzle among the most challenging you've ever done. But there's also a set of easier clues (on the following left-hand page) which may be used either as secondary clues or as the primary clues for a less severe challenge. So you may prefer to keep the Easy Clues hidden by folding this page on the dashed line, tucking this side under, and *then* turning the page. To peek or not to peek is up to you.

Answer Drawer, page 70

Fore!

by William Lutwiniak

Hard Clues

ACROSS

- 1 Bullyrag
- 7 Baby talk
- 11 Team's lucky charm
- 17 See 123 DOWN
- 22 Disoriented mental state
- 23 Actress Berger
- 24 Lead
- 25 Virulent
- 26 Former gold coins
- 28 Fluke
- 30 Money in the bank
- 31 Outlanders
- 32 Malaysian gentlemen
- 33 Suzette
- 34 At no time, poetically
- 35 Revolutionary affairs
- 36 One of the Davises
- 37 Sonora farmhand
- 38 Court physician to Marcus Aurelius
- 40 Park place
- 41 Spring chore
- 45 Hay
- 48 Famous last words
- 49 1/4 pint
- 50 Salmonella, e.g.
- 51 Kinfolk: Abbr.
- 52 Scaremonger
- 54 *Fenstermacher's* tools
- 57 Juan's mouth
- 58 Collars
- 59 Replevin and subpoena
- 60 Word that would reverse meaning were first letter an F
- 61 Enlisted men
- 62 Increased in points, with "up"
- 63 Scintillant
- 64 Wash basin
- 65 Grimalkins
- 66 Thomas Tryon novel *The* _____
- 67 Public argument
- 68 Hardened into a mass
- 69 Sundance Kid's sidekick
- 70 Insurance for tightrope walkers
- 71 Quite shipshape
- 73 Darnay's substitute in *A Tale of Two Cities*
- 74 Silvery gray
- 75 "Economy" size
- 77 Darya, Asian river
- 78 Popular board game
- 79 Roman crowd?
- 82 Extract
- 84 Underachieving
- 88 In that case
- 89 Tower
- 91 Spent ones
- 92 Turbid
- 93 Port of Brittany
- 94 Drizzled
- 95 suit
- 96 Subjects to ridicule
- 97 His work is over our heads
- 98 *The Lady* _____
- 99 Waived
- 100 Friendly now
- 101 Perform eupnoea
- 102 Linemen
- 103 Cocktail fare
- 105 Injure
- 106 Now Indonesia: Abbr.
- 107 3500 B.C. civilization
- 108 17th-century Dutch portraitist
- 109 Fruity Del
- 110 MIT grads
- 111 Carpentry horses
- 113 Blather
- 115 Animated
- 116 Certain supper
- 117 Seafood restaurant sites
- 118 il faut
- 120 Bad: Prefix
- 124 Genre of Jonathan Swift
- 127 Corkwood
- 128 on the totem pole
- 129 Great Athenian democrat
- 130 Behaves superstitiously
- 132 Secret resource
- 134 Word of endearment
- 135 It's opposite the pommel
- 136 Painter of water lilies
- 137 Kampala's land
- 138 Blubbing
- 139 Greets the villain
- 140 Talk disrespectfully
- 141 "You can believe me!"

DOWN

- 1 in (was influential)
- 2 Winning margin
- 3 Enliven
- 4 Color in Kathleen Winsor title
- 5 River bed



The Easy Clues for the World's Most Ornerly Crossword Puzzle

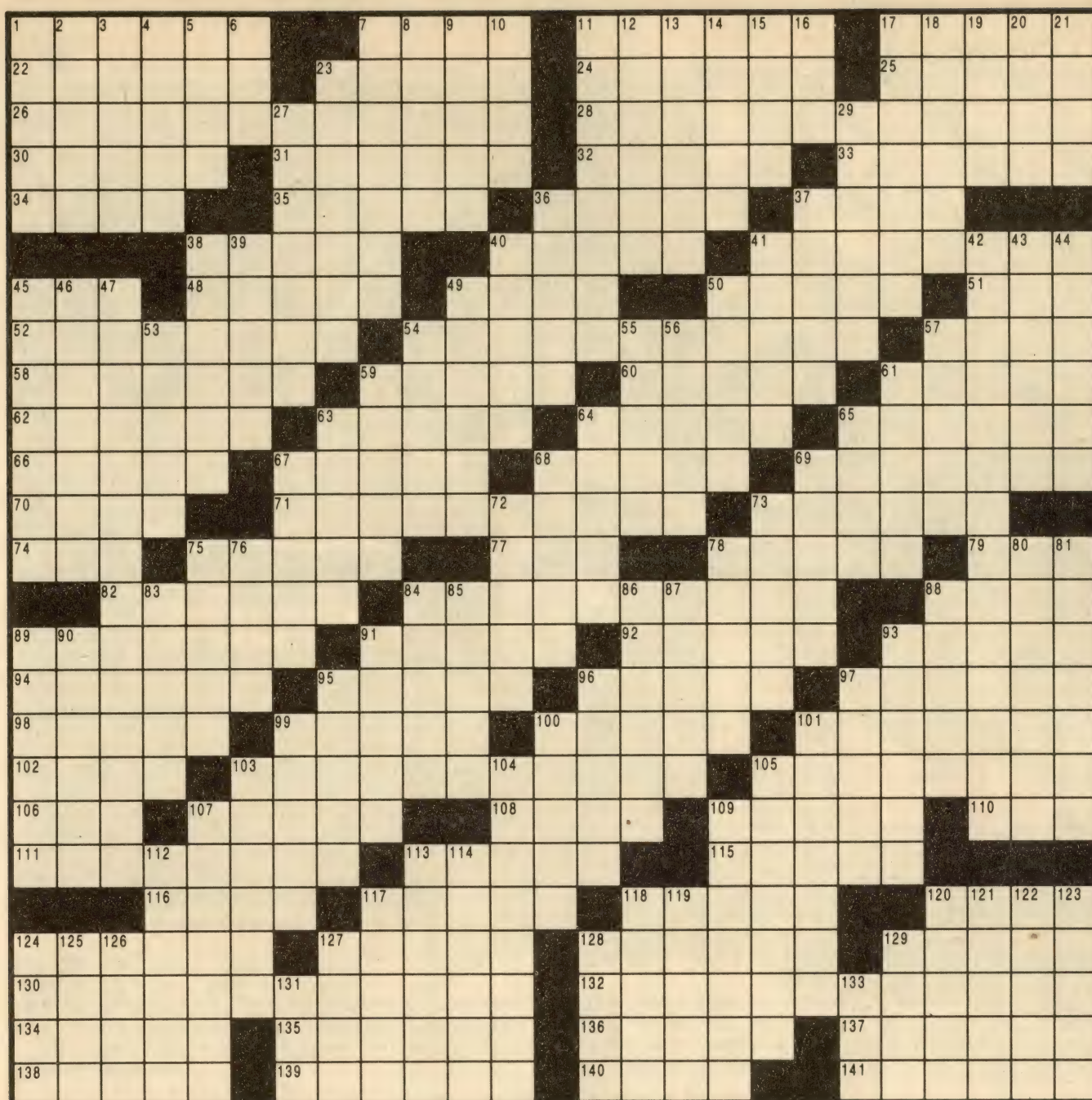
Incorporating anagrams and other wordplay in *italics* following the clues. (Don't peek until you read page 45.)

ACROSS

- 1 Annoy; worry
 7 Thpeech problem
 11 Army's mule or Navy's goat
 17 See 123 DOWN
 22 Sociological breakdown (but *nothing* in *Maine* has broken)
 23 ____ message (cabled): 2 wds.
 24 Off the correct path
 25 Causing death
 26 \$20 gold pieces: 2 wds.
 28 Bit of serendipity: 3 wds.
 30 Not a debit
 31 "Close Encounter" parties
 32 Sirs (*aunts* in disguise?)
 33 Dessert pancakes
 34 ____-do-well
 35 Civic disturbances
 36 Singer Midler
 37 Mexican laborer
 38 Classic doctor (with an unusual *angle*)
 40 Site of Panmunjom
 41 Opposite of harvesting
 45 Cut the grass
 48 Hymn finales
 49 Fish breathing organ
 50 Contamination
 51 Unit of reluctance
 52 He cries wolf
 54 Broad-bladed tools: 2 wds.
 57 ____ Raton, Florida
 58 Holds for questioning
 59 Legal papers
 60 Put on the payroll
 61 Rates in importance
 62 ____ one's brains (thought hard)
 63 Polished; glossy
 64 Tennis's Rod
 65 Cats and faces
 66 Not this or that
 67 Part of a play
 68 Encrusted
 69 Hopalong or Butch
 70 Clears as profit
 71 Very tidy: 4 wds.
 73 Cigarette box
 74 Wood or burned wood
 75 New York footballer
 77 ____ Darya (from a *Greek* "M")
 78 Word of regret
 79 Uno, due, ____
 82 Draw forth
 84 Ailing; substandard: 4 wds.
 88 "If I knew ____"
 89 Tower ____ (scene of confusion): 2 wds.
 91 Rakes (most of *routes*)
 92 Muddy (*little railway* carrying oil)
 93 ____ Litovsk
 94 Showered
 95 Is short of breath
 96 Obfuscates; mists
 97 Shingler
 98 Caught ____ tape: 2 wds.
 99 Gave up; yielded
 100 Domesticated
 101 Breathe
 102 Conclusions; goals
 103 Salty snacks: 2 wds.

DOWN

- 105 Bring harm upon in trying to help
 106 Netherland East Indies: Abbr.
 107 Part of ancient Mesopotamia
 108 Holbrook, et al.
 109 ____ Carlo
 110 Electrical engineers, for short
 111 Railroad bridges
 113 Talk idly (*taper* off)
 115 Recommended earnestly
 116 ____ but not least
 117 Where ships unload
 118 Like: Fr.
 120 Bad prefix (*coca* extract)
 124 Invective wit
 127 Wood for model airplanes
 128 Commander: 2 wds.
 129 Wise lawmaker (silly *loons*)
 130 Wards off bad luck: 3 wds.
 132 Desirable poker situation: 4 wds.
 134 Guardian spirit
 135 Saddle part (broken *lancet*)
 136 French impressionist
 137 Idi Amin's domain, once
 138 Crying
 139 Sibillant sounds
 140 Backtalk
 141 Fair and square
 44 ____-eyed (dull)
 45 Evergreen shrub (that the *roadman* chopped?)
 46 Esters of oleic acid
 47 Photographer's instruction: 3 wds.
 49 Hen or pig, for 21 shillings
 50 Weary; worn out
 53 Garden tools
 54 "Read the fine ____"
 55 Military color
 56 Oscar-winning actor of *Separate Tables*
 57 Lowest male voice
 59 Kansas crop
 61 Suffering from disuse
 63 Perfume; bouquet
 64 Really go for, like a cat for cream: 2 wds.
 65 Young salmon
 67 Real slowpoke
 68 Nobel-winning French author
 69 Cash and ____
 72 Overindulges
 73 They're not needed in Newcastle
 75 Jeered (upset *Big Ed*)
 76 Frozen
 78 Caught sight of
 80 Stockpile
 81 Main dinner courses
 83 Bowlers' milieu
 84 Group of nine performers
 85 Surpass; perform better
 86 Hoboes
 87 Seeps, as mud
 88 Figure of speech (from a *toper*)
 89 The East
 90 He swings and misses
 91 Equipment for a speed trap
 93 Gave orders
 95 "For ____ sake!"
 96 ____ Selassie
 97 Remainder, in France
 99 Halley's, for one
 100 Dean Martin's "____ Amore"
 101 With the lips apart (*renting* problems)
 103 Throbs; heartbeats
 104 Parlor game
 105 Asleep (*damn* rot, oddly)
 107 Utterly, bluntly
 109 Preserved pharaohs
 112 Kitchen cutter
 113 707 commanders
 114 Repair shoes
 117 Chessmen
 118 Chocolate drink
 119 Turns the key
 120 He wrote "Over There"
 121 By oneself
 122 Common head ailments
 123 Singly, with 17 ACROSS: 4 wds.
 124 Card game (sort of *task*)
 125 ____ of Cleves
 126 Clothing at the Circus Maximus
 127 ____ B'rith, Jewish organization
 128 Scottish caps
 129 Utah's lily (*goes* wild)
 131 Scot's exclamation
 133 Palindromic query



Answer Drawer, page 70

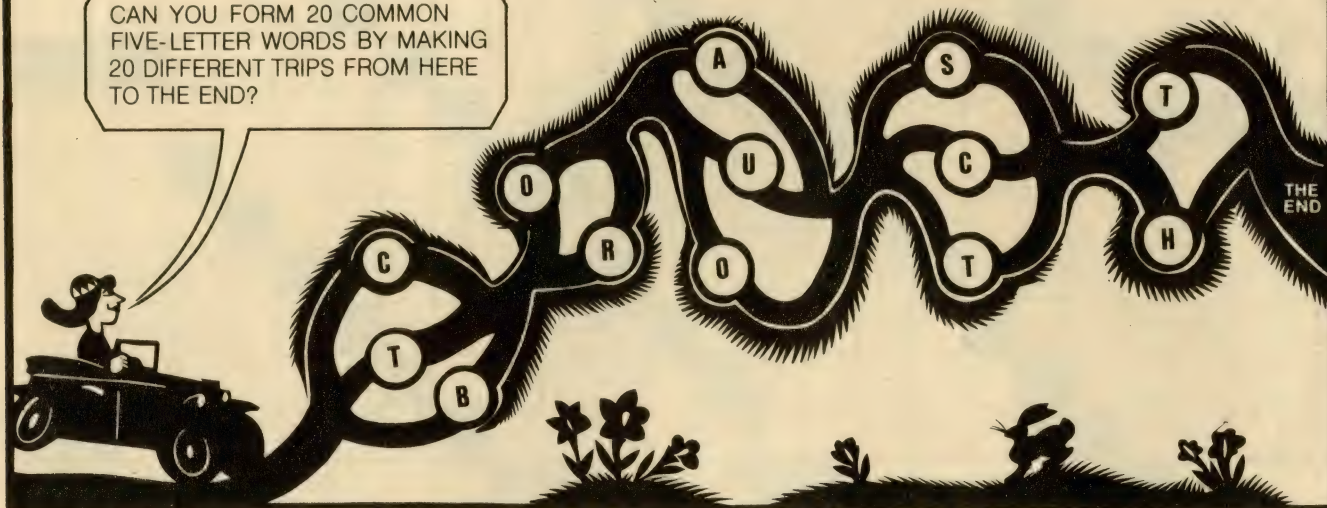
Hard Clues (cont.)

- | | | | | | |
|------------------------|------------------------------|--------------------------------------|----------------------|----------------------------------|----------------------------------|
| 6 "Get it?" | 29 Indian and others | 53 Collects, with "in" | 72 Gluts | 97 What's left, in France | 120 He wrote "So Long, Mary" |
| 7 Multitudes | 36 Makes a dash | 54 Black and white | 73 Hot items | 99 One of a Christmas team | 121 Detached |
| 8 Finger of the sea | 37 Worked busily | 55 Soldier wear | 75 Heckled | 100 "___ my boy!" | 122 Coryza and sniffles |
| 9 British carbines | 38 More spirited | 56 Star of TV's <i>The Rogues</i> | 76 Clinched | 101 Gaping | 123 Individually, with 17 ACROSS |
| 10 Annie Oakley | 39 Be of ___ (agree) | 57 Opera voice | 78 Sought secrets | 103 Beats | 124 Card game for three |
| 11 Adept | 40 Pool | 59 Russian import | 80 Play a let ball | 104 Party standard | 125 Successor to William III |
| 12 Smart | 41 Macadamizer | 61 Boy in <i>Rin-Tin-Tin</i> | 81 Calling cards | 105 Inactive | 126 Kind of party |
| 13 Levels of rock | 42 Projects underway | 63 Certain trail | 83 Driveways | 107 Desolately | 127 ___ B'rith |
| 14 Witch | 43 Smooched | 64 Relish | 84 Musical piece | 109 Mothers | 128 Woolen caps |
| 15 Symbols of strength | 44 Vitreous | 65 Samlet | 85 Exceed | 112 Kitchen gadget | 129 Utah's flower |
| 16 Chain, asea | 45 Evergreen shrub | 67 Mobile home owner | 86 Sundowners | 113 Certain flames | 131 Dundee exclamation |
| 17 Show disrespect | 46 Chemical salts | 68 Associate of Sartre | 87 Sloughs | 114 Do a cobbling job | 133 Unintelligent remark |
| 18 6000 drachmas | 47 Relative of "Say cheese!" | 69 Nation that fought a losing cause | 88 Literary device | 117 They would like to be queens | |
| 19 Whoop ___ (revel) | 49 New ___, East Indies | | 89 Lustrous pearl | 118 Winter warmer | |
| 20 Mob subduer | 50 Played out | | 90 Punkah-wallah | 119 Starts the bidding | |
| 21 Lodge members | | | 91 Tracking system | | |
| 23 Prominent | | | 93 Directed | | |
| 27 Like certain seals | | | 95 Rose and Rozelle | | |
| | | | 96 Ethiopian emperor | | |

On the Road

by George Bredehorn

CAN YOU FORM 20 COMMON FIVE-LETTER WORDS BY MAKING 20 DIFFERENT TRIPS FROM HERE TO THE END?



Example:

CRUST

Answer Drawer, page 70

Syllasteps

by Will Shortz

The two diagonal flights of stairsteps will spell related words when you are finished. To discover them, use the word fragments in the Syllabary to form eight 4-syllable words that answer the clues given. Cross off the syllables as you use them,

because each is used once and only once. Enter the answers across the grid, one syllable per space—then see what the outlined spaces spell reading from upper left to lower right.

Answer Drawer, page 70

1			
2			
3			
4			
5			
6			
7			
8			

Syllabary

AR	AS	BIL	BLE	CAL	CON	DAN	DE
DI	DIC	DIS	FY	GLE	GLE	GRAT	IM
ING	IZ	LATE	LI	ON	PRAC	SEM	SI
STA	TI	TION	U	VER	WAG	WIG	Y

Clues

1. Steadying
2. Word book
3. Sway
4. Lawn pest
5. Award kudos
6. Give variety to
7. Not within business reason
8. Take apart



Illustration by David King

Mrs. Marks was stabbed with her own hatpin in the glass elevator outside the twentieth floor of the condominium where she lived. The stop button of the elevator had been pushed in.

The body was discovered by Professor Dinwitty, who was the epitome of absent-mindedness.

Professor Dinwitty told Lieutenant Reason of Homicide that as he tried to enter the elevator, a man whom he presumed to be the murderer had pushed past him and rushed to the emergency stairs. The professor said that he had recognized the man but that, unfortunately, he couldn't remember who he was. He was sure, however, that it was Professor Darvan, Mrs. Marks' first husband; or Professor Marks, who had just divorced her; or Professor Froid, whom she planned to marry now that her divorce was final.

The problem was that the three men all looked alike. All were professors at the local university. And all lived in the building: two on the first floor and one on the thirtieth. But *who* lived *where*, he couldn't remember. He himself lived

on the twentieth floor, as had Mrs. Marks since her separation.

Professor Dinwitty recalled that one of the three suspects was a professor of psychology; another, a professor of entomology; and the third, a professor of economics—but he couldn't remember which one was which. He also recalled that one was a hypochondriac; another had claustrophobia; and the third, acrophobia. Again he couldn't remember which one was which. Further, he recalled that one was a lepidopterist; another, a numismatist; and the third, a philatelist. But (you guessed it!) he couldn't remember which one was which. Lieutenant Reason frowned as he recorded the information.

The only concrete clues in the tiny glass elevator were a Bicentennial quarter; a small, yellow pill; a letter that had a block of four 2-cent stamps and a 7-cent stamp on it; and a butterfly pinned to Mrs. Marks' blouse.

Except for the butterfly, any of the objects could have been dropped by the murderer or spilled from Mrs. Marks'

purse, which lay open on the floor.

Under questioning, Professor Dinwitty recalled the following additional information, which Lieutenant Reason jotted down in his notebook:

1. The economist's hobby suited his profession as did Darvan's.
2. The hypochondriac used the telephone in order to avoid writing letters as he didn't like to deface stamps.
3. Marks bragged about his good health and could usually be found in his cubicle in the university library.
4. The numismatist divorced Mrs. Marks because she took coins from his collection for the parking meter.

After analyzing this information, Lieutenant Reason arrested the murderer, who confessed when confronted with the lieutenant's reasoning. Can you build a case strong enough to make the murderer confess? ☐

Answer Drawer, page 72

J.F. Peirce has been a mystery writer for thirty years. He is a Professor of English at Texas A & M University and is a devoted logic puzzlemisth.

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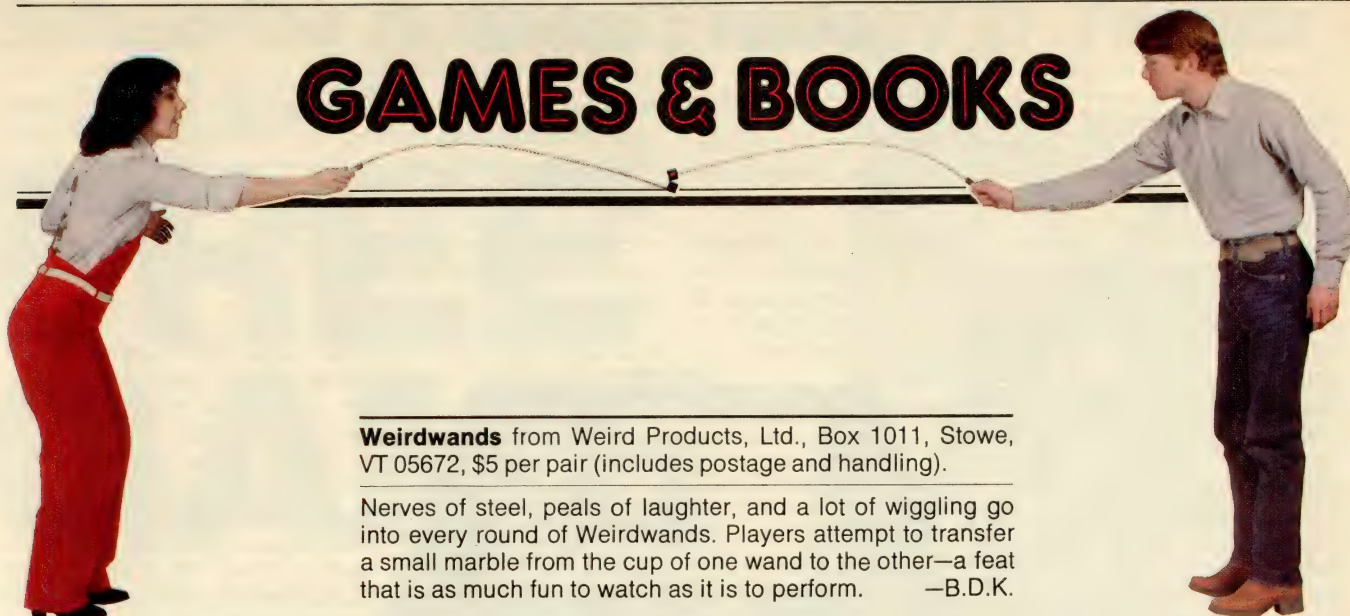
Kings: 8 mg "tar," 0.6 mg nicotine —
100's: 11 mg "tar," 0.7 mg nicotine av. per cigarette, FTC Report May '78

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

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MERIT
Kings & 100's

GAMES & BOOKS



Weirdwands from Weird Products, Ltd., Box 1011, Stowe, VT 05672, \$5 per pair (includes postage and handling).

Nerves of steel, peals of laughter, and a lot of wiggling go into every round of Weirdwands. Players attempt to transfer a small marble from the cup of one wand to the other—a feat that is as much fun to watch as it is to perform. —B.D.K.

The Rock 'n' Roll Trivia Quiz Book by Michael Usan and Bruce Solomon (Simon & Schuster, 1978, 128 pages, large format paperback, \$3.95).

The Rock 'n' Roll Trivia Quiz Book is about an 88—good beat, you can dance to it, but it comes up a bit short. Not that it doesn't cover a lot of ground. Rock music is twenty-five years old and as rich an expression of Pop America as you can find. The authors do a pretty fair sweep of this history with about 1,500 questions, identifications, fill-in-the-blanks, and mix-and-matches about your fave raves, from Bill Haley and the Comets to Frank Zappa. The questions are neatly packaged, broken up into categories like "Color My World" featuring songs with color examples (A _____ sportcoat and a _____ carnation) and "Food glorious Food" (Who sang "Blueberry Hill"? "Mashed Potatoes"? "Strawberry Fields Forever"?). There's a nice balance between the esoteric (In "All Shook Up," what was Elvis shakin' like?) and the obvious (What country did George Harrison host a benefit for?). Unfortunately, the authors have also seen fit to include a number of weakly humorous questions (Was Sammy

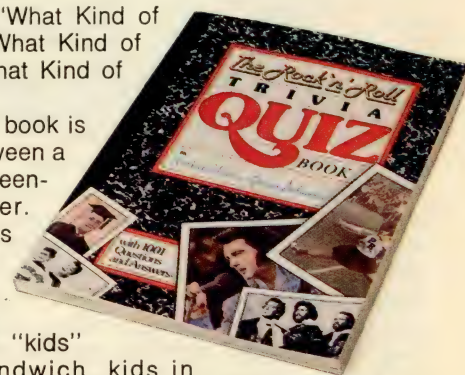
Davis Jr.'s big hit "What Kind of Dope Am I?" or "What Kind of Jerk Am I?" or "What Kind of ..."?).

The format of the book is spritely, a cross between a history test and a teenager's desk drawer. Photos and snapshots are liberally strewn throughout, although with a tiresome emphasis on "kids" (kids eating a sandwich, kids in souped-up cars). What, no pix of Otis or Janis?

Still, *The Rock 'n' Roll Trivia Quiz Book* is fun. It's well-researched, well-designed, and well-intentioned, if a bit cute. Like most nostalgia or trivia books, it suffers from an affectionate myopia, but if you bothered to remember who sang "Yummy Yummy Yummy"...

—J.S.

Answer Drawer, page 70



Scrabble Brand Sensor Electronic Word Game from Selchow & Righter, around \$35.



Sensor is not an electronic version of the familiar Scrabble Crossword Game. Rather, it is played in much the same way as the classic paper-and-pencil game Jotto or its modern cousin Word Master Mind. One player secretly programs a word of up to seven letters into the machine, and the other player attempts to guess its identity. The machine compares the

guess with the secret word and tells the guesser how many letters are correct and how many of them are in the right position. With this information, the player continues to make guesses until he successfully identifies the word, at which

time the machine will play a little jingle. Generally, the fewer tries it takes a player to guess the word, the higher the score he earns. However, some variations of the game take into account the point values of the letters shown on the touch-sensitive keyboard. (The values, not surprisingly, correspond to those on Scrabble tiles.)

The machine also allows two players to compete against one another simultaneously, taking turns trying to guess each other's secretly programmed word. In solitary play, Sensor is limited to a choice of 64 different four-letter words to stump you with. Still, this vocabulary provides an enjoyable challenge, especially for players who restrict themselves to guesses that are real words rather than random groups of four letters (the machine can't tell the difference).

Players can make the game harder or easier by varying the word length, restricting the types of words used, or incorporating the "space bar" feature, which enables them to make guesses that are shorter in length than the secret word. This kind of diversity makes Sensor an interesting electronic addition to the game collection of any word or logic buff.

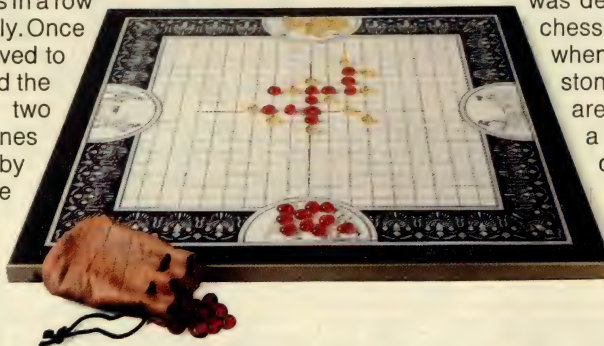
—R.W.S.

Photos by David Spindel

GAMES & BOOKS

Pente, available from the inventor: Gary Gabrel, c/o The Hideaway, 519 West 3rd, Stillwater, OK 74074; \$75 for the deluxe set, \$12.95 for the soft vinyl set (prices include postage and handling).

The two-player strategy game of Pente is a very successful compromise between simplicity of play and depth of tactical possibilities. It's a variation of the ancient Oriental game of go-moku, in which players alternately place a stone of their color on the intersections of a 19x19 lined board with the simple object of getting five stones in a row diagonally, vertically, or horizontally. Once a stone is played it cannot be moved to another point. The Pente rules add the possibility of capture, allowing two (no more, no less) adjacent stones of the same color to be captured by placing stones of the opposite color on both sides of them. The first player to get five stones in a row or the first to capture ten



stones is the winner. By adding a rule preventing a player from simultaneously forming two unblocked lines of three stones, you will be playing the ancient Japanese game of ninuki-renju. This rule enhances play by making it more difficult for the first player to realize his inherent advantage, and we recommend that you use it in playing Pente. (The soon-to-be-revised rule booklet will include this rule as a variation.)

The deluxe version of Pente pictured here is a beautifully crafted wooden board laminated with a satin finish. It was designed to be displayed like a fine chess set, and can be hung on the wall when not in use. The glass playing stones come in leather pouches which are stored, along with the board, in a padded and waterproof carrying case. Beautiful as it is, the nicest feature of the Pente board is that it can be used to play go, go-moku, ninuki-renju, and other games simply by ordering extra stones.

—P.M.W.

Backgammon: Books That Test Your Skill The usefulness of backgammon problems has been questioned on the grounds that specific positions will only rarely be duplicated in an actual game. However, backgammon problems do train a wide range of players to recognize and respond to general patterns that are likely to occur in play. The problems excerpted here are from four of the best current books offering this kind of training. Since there is no universally accepted style of notation for backgammon, we present the problems as they appear in each book. Note the position of the doubling cube (absent in *The Backgammon Quiz Book*) since it may affect solutions; also note that the dark men move counterclockwise in *Backgammon For Profit*, whereas they move clockwise in the other three books.

Answer Drawer, page 70

Paradoxes and Probabilities: 168 Backgammon Problems by Barclay Cooke (Random House, 1978, 184 pages, hardcover, \$8.95).

Barclay Cooke's second book on backgammon is divided into sections of well-explained problems on the opening, middle, and end game (though treatment of the middle game—problems 16-127—far outweighs the rest of the book). Diagram 1 is a problem from the section on the end game.

The Backgammon Quiz Book by Prince Joli Kansil (Playboy Press, 1978, 288 pages, paperback, \$2.50).

Though the answers to these 112 backgammon problems are not given the full detail they receive in Cooke's book, *The*

Backgammon Quiz Book is more evenly divided into basic and advanced quizzes on the opening, middle, and end game, hitting plays, positional plays, and bearing off. There is also an appendix containing probability tables, dice combination charts, and the rules of play. GAMES' backgammon editor Kansil asks how you would play three different rolls for each problem, as in Diagram 2.

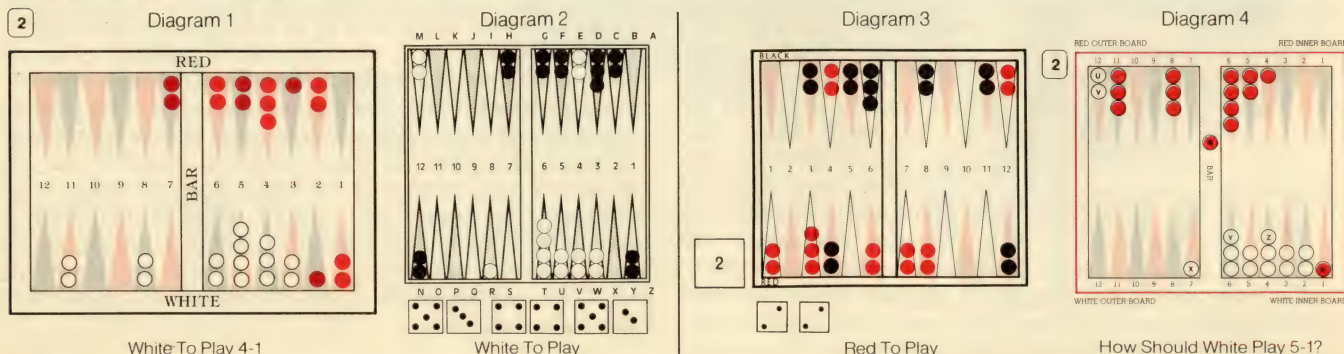
Backgammon For Profit by Joe Dwek (Stein & Day, 1978, 191 pages, paperback, \$4.95).

Despite its title, *Backgammon For Profit* does not offer explicit advice on betting. The 121 problems do, however, cover a broad range of frequent and important situations, each problem accompanied by a diagrammed solution. As well as listing what he considers the best opening moves for all possible rolls of the dice, Dwek has compiled tables listing the best play for all possible rolls in response to each opening move. Diagram 3 is a problem from the section titled "The End Contact Game."

Playboy's Book of Backgammon by Lewis Deyong (Playboy Press, 1977, 295 pages, paperback, \$7.95, hardcover, \$20).

Playboy's Book of Backgammon is a lot heavier on text than the other three books. All aspects of the game, from basic principles and style of play through the World Championship, are covered in depth. Although it was not designed as a book of problems, 45 of the 170 diagrammed positions, like Diagram 4, ask how you would play specific rolls.

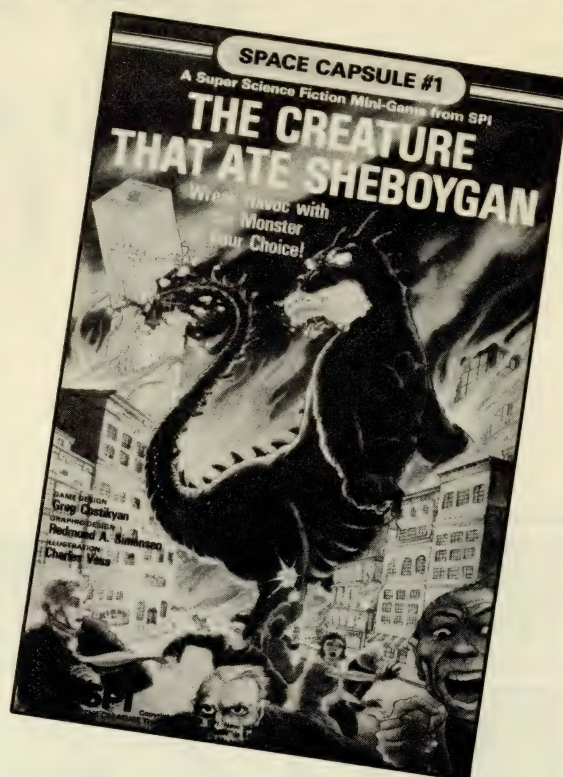
—P.M.W.



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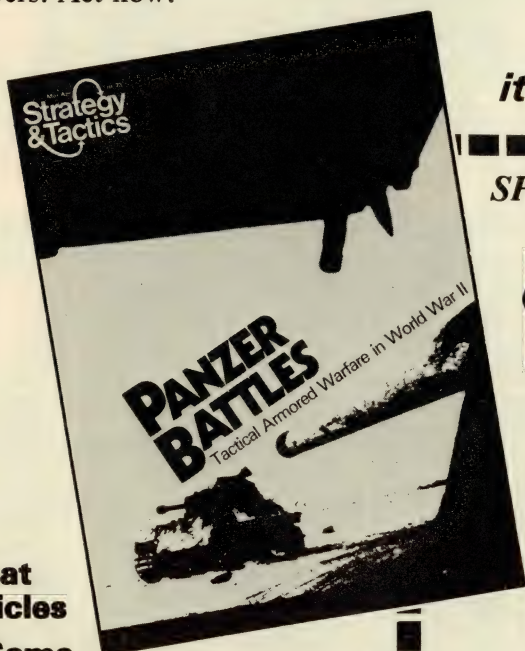
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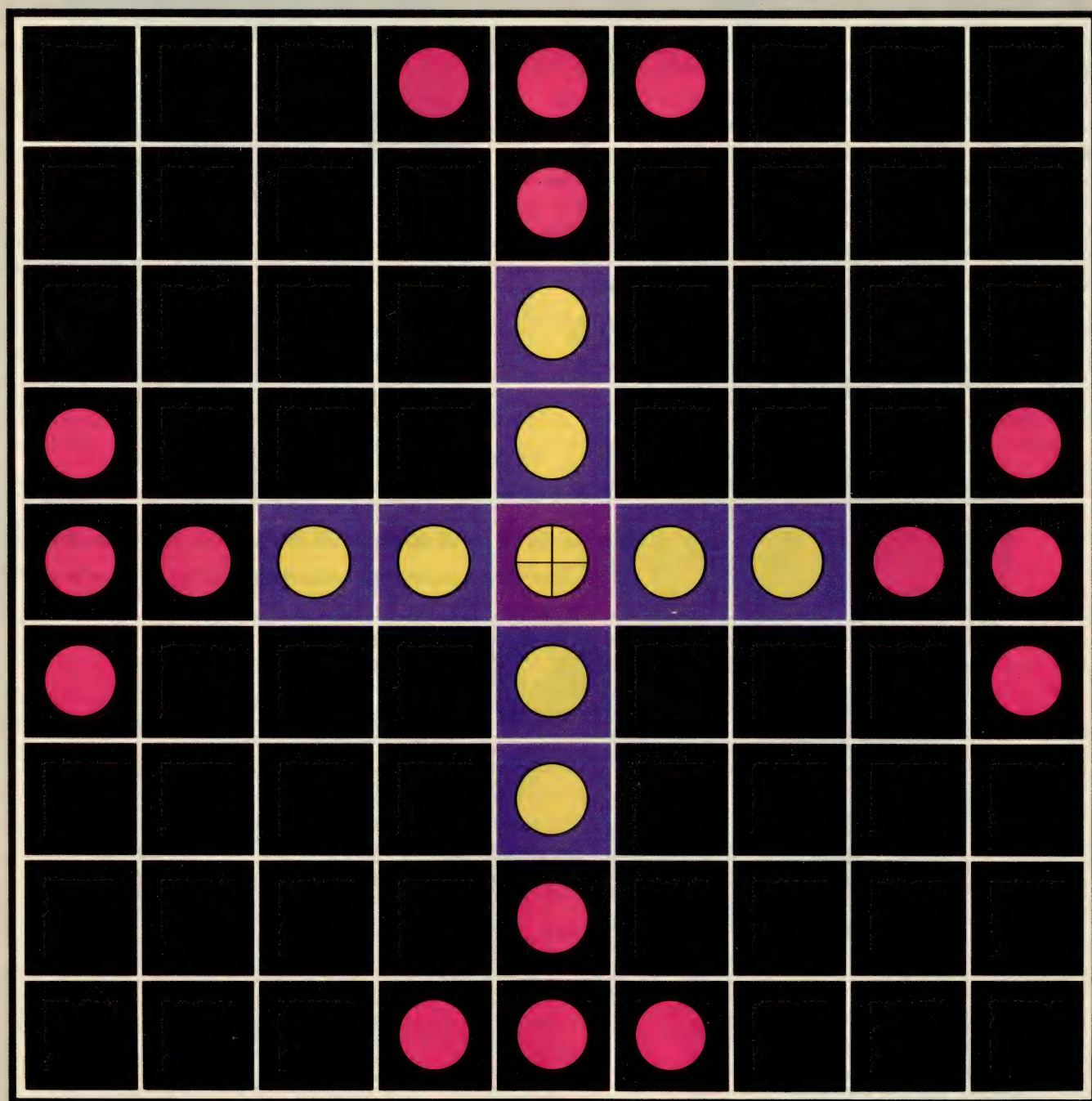
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If You Liked Hnefatafl, You'll Love Tablut



Reenact the Swedish-Muscovite Wars

The game of Tablut, an abstract simulation of Swedish-Muscovite warfare, is one of a group of *tafl* games originating in Iceland and Scandinavia. Other games of this group are the well-known Fox and Geese, and the less widely known Hnefatafl (same rules as Tablut but played on a larger board with more men). The feature common to all these games is that they involve a contest between two unequal forces, each of which has a different objective.

The exact origin of Tablut is obscured by the numerous confrontations between the dark-haired Muscovites (represented by Red) and the blond

Swedes (represented by Yellow) which must have inspired the creation of the game. After playing several games you will note that through competent play the Swedes always win, suggesting that the origin of Tablut lies in one of the Swedish victories. However, the advantage of playing Yellow can be neutralized without changing the rules of the game (see "Winning").

The game was discovered by the Swedish botanist Carl Linnaeus while traveling through Lapland in 1732. The rules recorded in his diary are the only ones known to exist, and are presented here with some suggestions of our own in italics.

How To Play

Equipment 9 x 9 playing board
16 red pieces (Muscovites)
8 yellow pieces (Swedes)
1 yellow (Swedish) king

Checkers, coins, or other round objects may be used as pieces, as long as the king can be distinguished from the other yellow pieces.

Object Yellow's object is to maneuver his king to any square along the edge of the board. Red's object is to prevent (or delay) this by surrounding (or obstructing) the yellow king (see "Captures" and "Winning").

Set Up The king starts on the central square of the board (known as the "konakis" or throne) and is the only piece allowed to occupy that square, though both red and yellow pieces can pass through it when it is vacant. All other pieces start on the squares designated by red and yellow circles.

Play *Red moves first.* All pieces, including the king, may be moved as many vacant spaces as desired in a vertical or horizontal direction. No piece may be moved diagonally or over another piece. *If Red and Yellow begin to repeat moves, causing an impasse, Yellow is required to vary.*

Captures A piece (other than the king) is captured and removed from play when surrounded by enemy pieces on both adjacent squares in a row or column (see Diagram 1). However, a player may move his own piece between two opposing pieces without being captured.

The Swedish king may be captured in two ways: (1) when surrounded by red pieces on four adjacent squares; (2) when

surrounded by red pieces on three adjacent squares and by the "konakis" (central square) on the fourth.

Winning The Swedes win if their king can be maneuvered to any square on the edge of the board. The Muscovites win if they succeed in capturing the Yellow king. *However, since the king will nearly always escape to the edge of the board, we suggest you and your opponent each play one game as Yellow, keeping track of the number of moves it takes the king to escape. The player using the least number of moves to accomplish this is the winner.*

Traditionally Yellow must warn his opponent when the king has a clear file to the edge of the board by announcing "Raichi." If the king has two clear files to the edge, Yellow has won and announces "Tuichi."

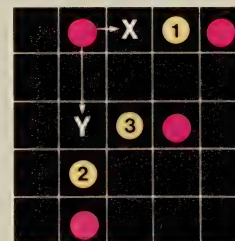


Diagram 1. By moving to the square marked "X," Red captures the piece marked "1." Or by moving to the square marked "Y," Red captures pieces 2 and 3 simultaneously.

A wooden Tablut set is available for approximately \$80 under the name of "The Viking Game." Write to: Den Permanente, Copenhagen, Denmark.

Playing to the Bitter End



It has been said there are only two kinds of losers: bad sports and good actors.

If we lose at bridge, we can invariably blame our partner or bad cards. More ingenuity is required at chess: poor lighting, unruly kibitzers, defective chessmen, foul cigars, toothaches, the IRS, an atomic explosion in Siberia. Toward the end of his long career, a veteran master remarked plaintively that he had never had the satisfaction of beating a perfectly healthy opponent; his friends nodded knowingly.

In the seventh game of a tied match between Hübner and Petrosian in 1971, Hübner made a mistake, withdrew from the match, and caught a plane home to Germany. He was bothered by street noises that failed to disturb Petrosian, who merely turned down his hearing aid.

Nimzovich once mounted a table and yelled at the top of his voice: "Why must I lose to this idiot!" Grünfeld used to stop the clock and quietly leave the board without so much as glancing at the winner. Spielmann also never uttered a word; he grimaced, closed his eyes, shook his head violently, and pushed the pieces away from him as if they were poisoned. And at Hastings in 1895, Bardeleben endeared himself to other competitors by refusing to resign or play out lost positions. He simply walked away at the

moment of truth and let his clock run out, thus forfeiting the game on time.

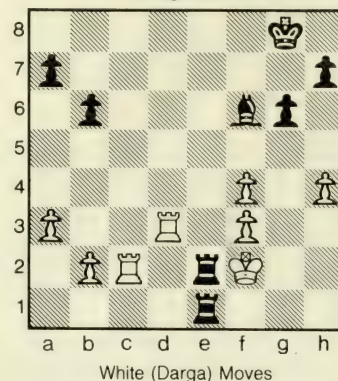
A hearty handshake and a happy smile is the British style. But of course one can always emulate Alekhine, who once resigned by picking up his king and flinging it across the room. As a child, Fischer simply burst into tears.

Tradition dictates our last words. In Sweden they say "Uppgivvet," in Holland "Geef Het Op," in Italy "Abbandona." In German, "Aufgegeben" seems to carry just the right ring of guttural disgust. But few linguistic crises arise, because these dreaded words are rarely uttered in international events. Many players concede defeat by tapping their king, stopping the clock, and signing the score-sheet. A simple handshake usually suffices.

Spassky resigned the final game of his 1972 world championship match against Fischer by telephone. The American, fearing a "Russky trick," showed up at the board anyway just to make sure.

Every year or so some chessmaster resigns a game where a draw or even a win might have been salvaged had play continued. At the Amsterdam Interzonal in 1964, I watched Darga succumb to this kind of optical illusion against Lengyel. (See Diagram 1.) Still playing "blitz" in a wild time scramble, both players had stopped keeping score and were unaware of having glided safely past the time control at move forty. Black's rook had just captured a White knight on e2, and Dar-

Diagram 1



ga (White) resigned! (For an explanation of algebraic notation, see page 71.) He thought that after 1. Rc2xe2, Bf6xh4+, he would have to play 2. Kf2-g2 allowing Rclxe2+, after which Black emerges a piece ahead. He overlooked that 2. Kf2-e3! would maintain his material advantage. In his mind's eye he still pictured Black's nonexistent rook controlling that square.

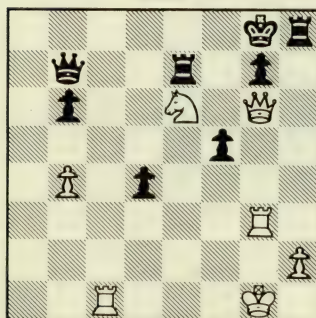
Convinced that his game was hopeless, Darga did not even bother to capture Black's rook. Instead, he extended his hand in the customary gesture of resignation. A moment later, he clasped his forehead and exclaimed: "My God! I have a winning position!" Too late—he had already conceded. One member of the gallery remarked: "If grandmasters can do that, there's still hope for me."

(continued on page 57)

PROBLEMS

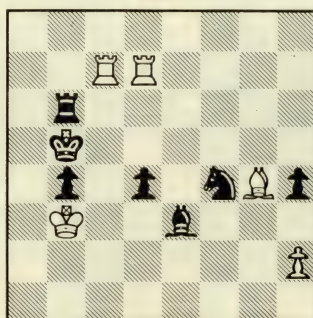
Answer Drawer, page 71

EASY: Giertz—Kremser, 1926
Black



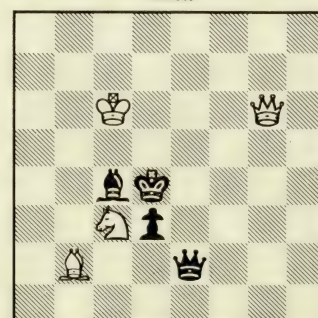
White
A. White to play and win

MEDIUM: Bogoljubow—Sultan Khan, 1931
Black



White
B. White to play and win

HARD: Composed by Sam Loyd
Black



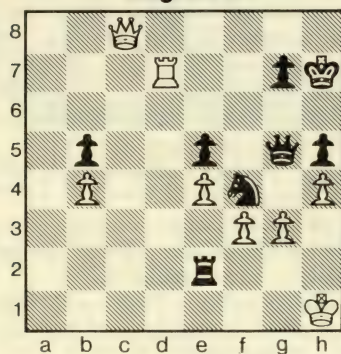
White
C. White mates in two moves

Lengyel was also afflicted by gremlins. He had not seen the proper defense when embarking on his faulty combination.

It is considered poor sportsmanship to drag out hopeless positions to the bitter end, and the only other sure cure for premature resignation is never to lose. Still, it is important to recognize that there are two different kinds of "hopeless" positions: lost, and dead lost. The first variety contains some technical problems, and the underdog, with great luck, might still save the day.

Some magazines dubbed this Houdini escape "the swindle of the century." My victim was Sammy Reshevsky, an erstwhile child prodigy, at the 1964 U.S. Championship. As White in Diagram 2, I

Diagram 2



Black (Reshevsky) Moves

was a knight down and continued out of sheer desperation. But there is one trap left, what we call a "cheapo," and Sammy walked right into it.

1. ... Qg5xg3?

Gobbling the bait. The simplest win is 1. ... Qg5-f6 and if 2. g3xf4, Qf6xh4+, 3. Kh1-g1, Qh4-e1 mate. Even 1. ... Re2-e1+, 2. Kh1-h2, Qg5-f6 wins.

2. Qc8-g8+!

Sammy still had no inkling of my plot. When I reached all the way across the board to make my move, he thought I was trying to shake his hand and resign.

2. ... Kh7xg8

He saw that I was not resigning, so he snatched the queen instantly, thinking it was only a last "spite check." Now he started to get up, surely expecting me to throw in the towel.

3. Rd7xg7+! Draw!

He paled, smiled wryly, then uttered precisely one self-reproach: "Stupid!" It's larceny—stalemate if Black captures the rook, or a draw by perpetual check if he declines: 3. ... Kg8-f8; 4. Rg7-f7+, Kf8-e8; 5. Rf7-e7+, Ke8-d8; 6. Re7-d7+, etc., till kingdom come.

The moral? Play all your games to the bitter end. It takes experience to know when to resign.

And after all, you can't win by resigning. ☐

Grandmaster Evans, a three-time national champion and member of eight U.S. Olympic teams, is a noted author and chess columnist. He was Bobby Fischer's tutor in preparation for the 1972 World Championship match.

seis-mic

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WORDROW

A Treasury of Quirks

by Dmitri A. Borgmann

Those of us who spend our time skulking along the shadowy perimeters of language come across all sorts of interesting curiosities. Here is a collection of them, presented in the form of challenges. Puzzle over whatever questions strike your fancy, and then compare your results with ours: you may have improved on some of our answers.

1. What two common three-letter words are pronounced exactly the same although they do not have even one letter in common?

2. What everyday noun has a plural spelled without even one of the letters appearing in its singular form?

3. DIALOGUE is a short word that includes all of the vowels A, E, I, O, and U. Find a shorter one.

4. REVELED, spelled backward, turns into another word—DELIVER. Can you think of a longer example consisting of a pair of very common words?

5. FIRST is the opposite of LAST. What word means the same thing as its opposite?

6. HAPPENCHANCE, purely by happenchance, uses each of its six letters exactly twice. What longer word displays the same characteristic?

7. By some peculiar quirk, the word TYPEWRITER consists entirely of letters found in the top row of letter keys (QWERTYUIOP) on a standard typewriter keyboard. Find a longer such word.

8. The surname MCKNIGHT uses only one vowel. What common English word, longer than this name, also includes only one vowel?

9. From what word can you remove four K's without altering either its meaning or its pronunciation?

10. Name a word spelled with nine s's.

11. The fairly long word AMBIDEXTROUSLY uses no individual letter more than once. What longer such word do you know?

12. What word of only eight letters is pronounced in five syllables?

13. Cite an example of a common word with two diametrically opposite meanings. □

Answer Drawer, page 71

Dmitri A. Borgmann is the author of three books on wordplay. His articles appear in Word Ways, The Journal of Recreational Linguistics.

The Amazing Bridge Exploits of Captain Diggery Piper

by Terry Quinn



WEST (Piper)

♠ 10 8 6 3
♥ 7 6 4 2
♦ 4 3
♣ A 9 4

NORTH (Steinkamp)

♦ 7 4 2
♥ A 10
♦ J 7 6
♣ K J 10 8 3

EAST (McGonigle)

♠ A 9 5
♥ K J 9 8
♦ Q 10 9 5
♣ Q 2

SOUTH (Quinn)

♠ K Q J
♥ Q 5 3
♦ A K 8 2
♣ 7 6 5

Neither vulnerable. Spade Three led.

NORTH EAST SOUTH WEST

Pass Pass INT Pass
3NT Pass Pass Pass

EPISODE VII: In Which a King Proves Nothing to Sneeze At.

No member of the Congressional Duplicate Bridge Club derives the least bit of pleasure from receiving a bottom board at the hands of Diggery Piper. Yet at least there is no shame in losing to a player of such consummate skill. It is when the blow is delivered by the fairer half of the Piper/McGonigle partnership that one's blood tends to boil; and never more hotly than when the awkward machinery of Miss McGonigle's relentless good fortune is laid unmercifully bare.

Admittedly, the above game contract bid by my partner, ex-Senator Richard "Tightfist" Steinkamp, and me, fell a tad shy of what the book might require, but superior players cannot allow themselves to be shackled, I have always maintained, by the dictates of ironclad rules.

When Diggery led his three of spades, I dropped my King under Sally's Ace, both to discourage a heart shift and to give her a short-lived thrill. Sure enough, she missed the lethal heart shift and pushed another spade to my Queen.

Clearly, the club suit was the key to the contract. I finessed the Jack at trick three and was neither surprised nor unduly disheartened to see it lose to Sally's Queen. From where I sat, I was convinced I had the timing on the hand.

Until Sally sneezed, that is.

Now, this was no dainty ah-choo but an honest, body-wrenching, South Oklahoman honker that bedewed the outer feathers of Piper's wretched parrot, called the attention of the entire club membership to our table, and sent a single card flying out of McGonigle's left hand. High above the tabletop that wayward card soared until it landed face up and revealed itself as the King of hearts.

"Whoops!" cried Sally. "Touch of hay fever, I guess. Here, I'd better put that

critter right back where he belongs."

"Fat chance," said I, "and *Gesundheit*. Where that 'critter' belongs is right where he's lying. 'A card laid is a card played,' as they say." My peripheral vision must have been impaired, for all I could see was the prospect of claiming a trick I did not actually deserve. How often is one offered the head of an unfinessable King on a platter?

"Nonsense," Senator Steinkamp interrupted with an unctuous smile. I noticed that as he spoke, his beady eyes kept darting from Sally to the dummy and back again. "This is no blood game. Miss McGonigle's sneeze was an inadvertent act . . . the type of mishap for which no true gentleman would even think of holding a lady responsible."

"Oh, I can't say that I agree," objected the Captain, for the first time in memory leaping to my defense. "A rule is, after all, a rule. Next time, Miss Sally, you must exercise greater control."

While Sally took her partner to task for deserting her in her hour of need, I beckoned to Edmund Gradys, our director, and gave him a terse summary of the situation. His decision was as rapid as it was just. "The King stays right where it is," he ruled, "until East's next legal opportunity to play it."

"Which, of course, is right now," commented Diggery. "Thank you, Mr. Gradys."

"Wait," I begged him. "I'd like you to stay and make sure that my rights are fully protected."

"Dang, you've got my partner here for that," Sally groused.

Well, I was just about ready to rake in the bonus heart when I finally realized that my entry to the critical club suit winners was being removed prematurely—(Observe the key heart and club holdings in the diagram at right.)

I now remembered having read an analysis of this very stratagem some four

months past in the silver anniversary issue of the *Icelandic Review of Bridge*. Sally McGonigle, by unwittingly tabling the one card in her hand that could still defeat the contract, had executed a rare gambit known in expert circles as the Merrimack Coup—an entry-killing sacrifice of an unsupported honor. But surely this was the first recorded instance of that arcane maneuver's resulting from an allergy to ragweed. Steinkamp's gallantry and Piper's fairness suddenly took on new meaning.



"I've thought it over, Sally, and it'd be unfair of me to force you to. . ."

"The lead's been made," Gradys pronounced. "It's your play now." The jig was up. I took my Ace of hearts and played a club. Piper ducked, and I ended up going set two tricks.

"Why the frown?" Sally inquired. "You'd've been down three if you hadn't been so mean and kept my King."

But it was Diggery who had the last word. "Interesting," he mused. "And I suppose the moral of the story is to think twice before you ask a director to monitor a Merrimack."

This is the last episode in our series. Terry Quinn's *Amazing Bridge Exploits of Captain Diggery Piper* will be published this fall in novel form by St. Martin's Press.

Illustration by Rhonda Klapper

Telephone Tunes

by Billy Mernit



After converting our Cuisinart into a paint mixer and our bubble-top van into a greenhouse, we decided to explore the Touch-Tone telephone. Before long we had a musical instrument and an alarming phone bill. So unless you want to find yourself suddenly connected to Tierra del Fuego, the best way to play the telephone is to call a friend. Once a connection is established, you can safely make music to your heart's content. To go it alone, try taking your phone off the hook. In many systems, the dial tone is followed by a recorded message, then a busy tone, and finally silence. At this point your line is temporarily dead; you can play undisturbed and free of charge.

The mystery melodies recorded on this page include

old and new favorites. We've indicated rhythm by using boldface numbers for notes to be held, hyphens for notes that should be played quickly in sequence, and slashes for pauses. (The first line of "Swanee River" would be 3 2 1-3 2 1 0 4-0). The melody won't always conform to that of human voices or violins, but it's close enough to identify. (The accompanying word clues may help.) Generally, the person listening has a better chance of recognizing the tune than the person playing, and an even better chance if the person playing already knows what the tune is.

This electronic diddling is probably not what Alexander Graham Bell had in mind, but what did he know about Touch-Tone phones?

Answer Drawer, page 71

Can You Identify These Touch-Tone Melodies?

1. Miner Rag

* * * 1 / 3 3 3 1
1 5 **9** 9 / 5 1 5
5 8 **0** 0 / 8 4 **8** 1
1 9 **5** 4 / 5 6 1

2. Annual Ringing

3-3-3 / 3-3-3
3 9 1 / 2-3
6-6-6-6-6-3-3
- # 8-8 4-5-1

3. Longhairs' Mobile Home

0 0 0 / 0 - # 8-8-8-8-8
8-8-8-8-8 / # 4-4-4-4-4
0 0 0 / 0 - # 7-7-7-7-7
0 7-7-7-7-7 / 0 4-4-4-4-4

4. Double Wheels

* 1 / * 1
4-8 - # **8** / # -1
5 * * 1
7-8-9-8 / 9-8

5. Musical Medicine for the Depression

4-6 / 4-5-6
4-6 / 4-5-6
9 9 7-8-7-8-7 **9** 7-7-8-4

Replay: Composing Your Own Tunes

There are three high "notes" or tones on each row of the telephone, roughly equivalent to C, D, and E on the piano. Backwards, they play the basic "Figaro" theme, or "Three Blind Mice." Unfortunately for music lovers, each high note is combined with a lower one on the same button, making a so-called pure tone nonexistent. Thus each horizontal row contains the C-D-E sequence moving from right to left, with the lowest tones in the top row (1, 2, 3), the next highest in the second row (4, 5, 6), and so on.

With a little imagination you can recreate simple, albeit slightly discordant melodies. Send us your favorites—if we publish one in a follow-up article, we'll send you a pitch pipe to soothe your ears.

Billy Mernit is new to the art of telephone playing, but on the piano he has written songs for Carly Simon and Judy Collins, among others.

6. Demonstration Music

8 8-8 **0** / 0-0 **7** 4 1
8-8 8 **0** 8 5 **8**
8 8-8 **0** / 0-0 **7** 4 1
8-8 8 **0** 7 4 **9**
1 # # **9** 6 / 4 8-8-8-5-4
1 **0** 0 0 8-8-0-8-4

7. That Time of Year

5 5 **5** / 5 5 1 **5**
5 5 **5** / 5 5 2 **5**
5 # - # - # **8** / 8 5-5-5 1
3-3-3-3 2-2-2-2 1

8. Colorful Geography

1 4 **7** 7 7 7 / 4 7 4 1
1 4 **7** 1 7 3 / 5 1 5

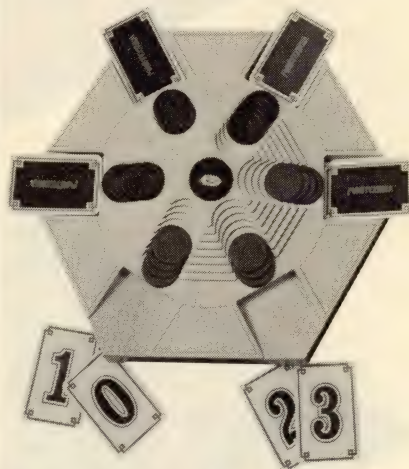
9. Greaser's Favorite

- # - # - # - # - # - **9** 6 **6**
6-9 9 9 9 / 9-9 6 6
- # - # - # - # - # - **9** 6 **6**
6-9 9 9 9 / 9-9 6 6

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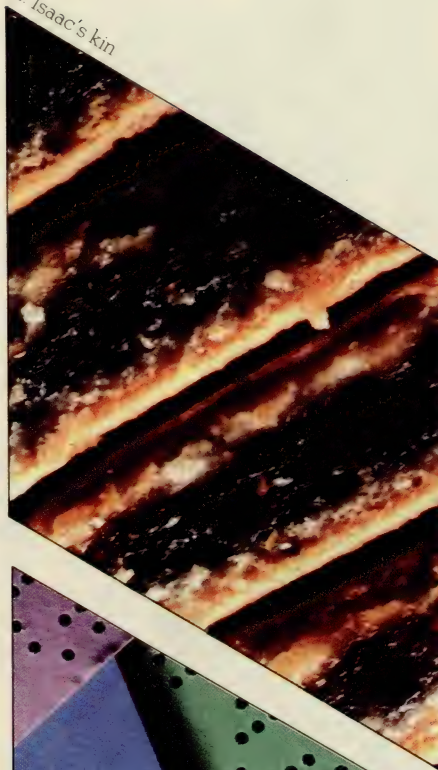
WHAT ARE THESE OBJECTS?

SEE THE ANSWER DRAWER ON PAGE 72.

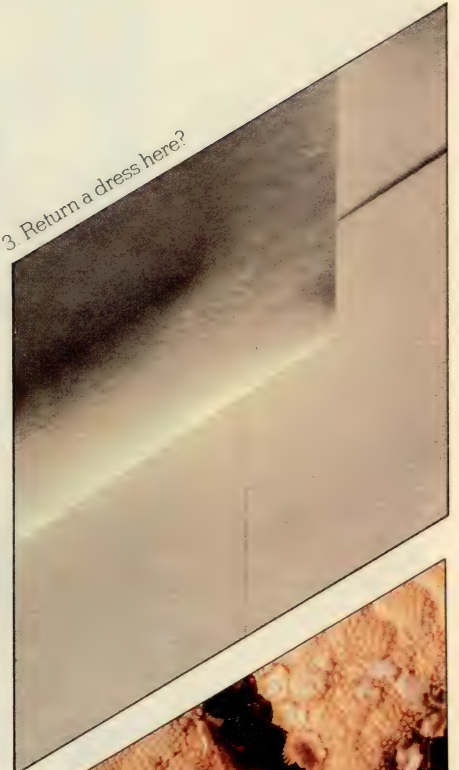
1. Easy driver



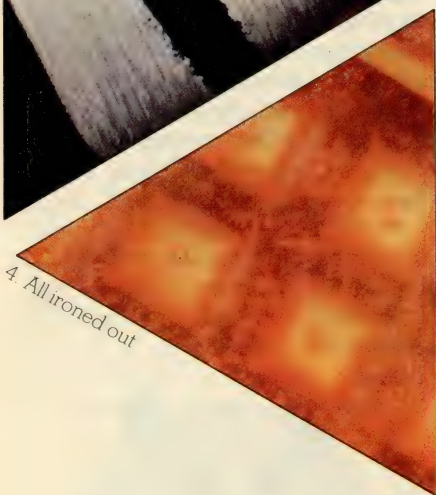
2. Isaac's kin



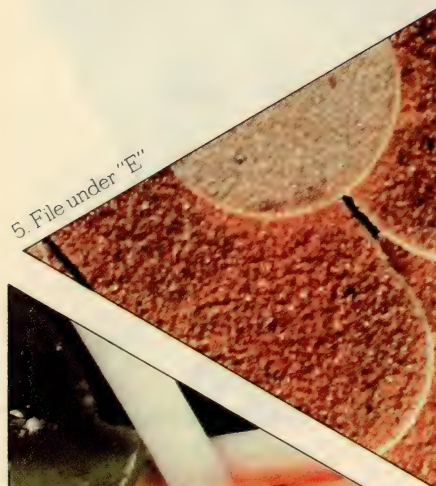
3. Return a dress here?



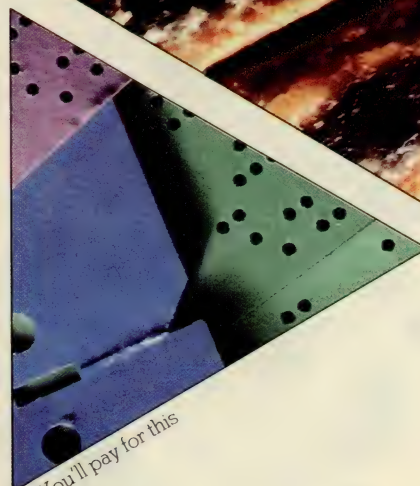
4. All ironed out



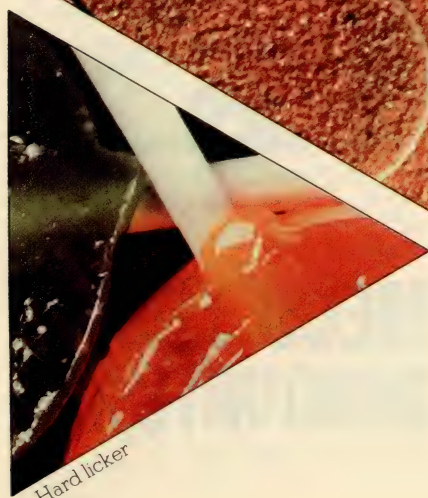
5. File under "E"



7. You'll pay for this



8. Leading lush



6. Hard licker

9. In at the disco



10. Use your head



11. Leaf savers?



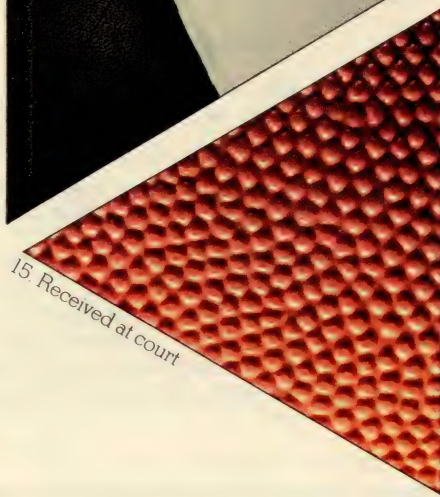
12. Pucker up!



13. Positive reinforcement



15. Received at court



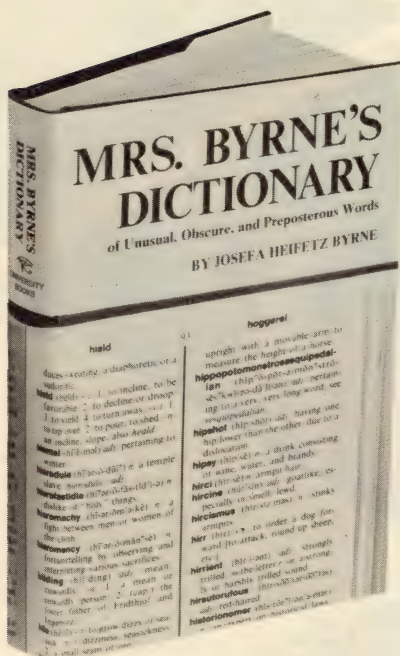
16. Pee wee's peewees



Photos by Jane Limbacher

For years I suffered terribly from
LETHOLOGICA
until a nice doctor friend prescribed

**Mrs. Byrne's Dictionary
of Unusual, Obscure, and Preposterous Words**



Yes, for years I couldn't remember the right words. People I considered complete idiots were finishing my sentences for me. I was leaving blanks in my love letters and suicide notes. I found how bleak the future was when I tried a little cephalonamancy (fortunetelling by boiling an ass head), and tyromancy (fortunetelling by watching cheese coagulate).

I went from doctor to doctor looking for help, finally becoming a confirmed iatrapistiach (one having little faith in doctors), especially when one suggested I needed a hepaticocholangiocholecystenterostomy (look it up).

Then I found *Mrs. Byrne's Dictionary*. Now I can be unusual, obscure and preposterous by turns. Now I don't need an unabridged to go along with my collegiate. For entertainment now, I browse instead of groak (watching people silently while they eat, hoping they'll ask you to join them). I don't care anymore that we have a kakistocracy (government or rule by the worst).

Mrs. Byrne's Dictionary by Josefa Heifetz is better than omphaloskepsis!

GARDYLOO!

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75 Readers Guess Their Way to Prizes

Was it Luck? Or ESP?

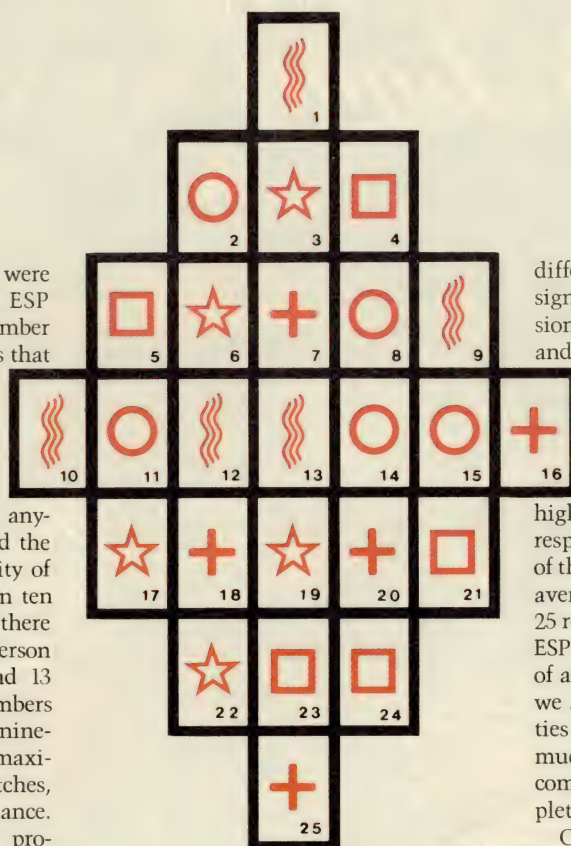
by Dr. Gertrude Schmeidler

When the cards on this page were printed face down in our ESP experiment (November/December 1978), all we revealed about them was that each of the five symbols (circle, square, plus sign, wavy lines, star) appeared five times. The chances of anyone's correctly identifying all 25 cards were about three in a billion billion.

None of the 4,543 respondents did anywhere near that well. One person had the high score of 14 right. (The probability of getting this many matches was one in ten thousand, but in a sample this large there was a sizeable chance that one such person would turn up.) Another reader had 13 right. Going down from there, the numbers increased to five people with 12 right, nineteen with 11, forty-nine with 10, to a maximum of 857 who had five correct matches, the average score to be expected by chance. Below 5, the numbers decreased progressively to 145 people who had only 1 right, and twenty-two with 0. (Many of the lower scores came from the fifty people who omitted some responses.) As a whole, the score distribution of the 4,493 who sent in complete responses is close to what mathematicians would expect.

The overall results come as no surprise. Even those who believe ESP exists agree that (a) in most of us, it's very weak; (b) even at its strongest, it's an on-again, off-again kind of ability; and (c) it goes on and turns off in a lawful way. To find out if it was "on" part of the time, and guided some of the responses, we analyze patterns of success and failure, using standard statistical formulas to determine whether any pattern is meaningful or is just an accident of chance.

The groups I analyzed were broken down according to age, sex, birth order, and attitude toward ESP. Of those who took the test, 4,205 (92%) thought ESP was possible, at least for some people, under the test conditions; 228 (5%) thought it impossible; and the rest didn't say. Other studies have shown that nonbelievers make lower average scores



The correct order of the ESP cards that were pictured face down in the November/December issue.

than believers. But this time, there was no significant relation between attitude and scores. Did the fact that the article mentioned the possible influence of attitude affect the responses? (Nonbelievers usually are not aware that they are expected to score low.) This is mere speculation, and it would take further research to determine whether such foreknowledge affects the results.

On the other hand, the responses did confirm the finding of earlier studies that firstborn children tend to score somewhat higher on ESP tests than later borns. The responses of oldest and only children were correct 3 percent more of the time than the responses of those with older sisters and brothers. The difference, although numerically small, is too consistent to be attributed to chance.

The age and sex analyses revealed no significant patterns in the scores. But one

difference, on the edge of being statistically significant, came from an analysis of omissions. The respondents who were patient and thorough enough to answer every item

on the questionnaire had an average score of 4.9 correct responses. Those who casually (or perhaps to preserve privacy) omitted one or more of the biographical questions had the much higher average of 5.2. And the group of respondents who omitted answers for some of the ESP cards had the still slightly higher average of 5.3 (prorated as if they had made 25 responses). A possible explanation is that ESP is such a non-logical, non-orderly kind of ability that it's apt to be turned off when we act in an orderly way. The explanation ties in with other research, which has shown much higher ESP scores for informal, incomplete responses than for structured, complete ones.

One other curious effect showed up. We might expect that scores would be about as high for one ESP symbol as for another. But the circle, square, and plus sign were correctly identified 6 percent more frequently than the wavy lines and star. This great a difference would not be expected one time in a million, and it warrants further research to see if the disproportionately low scores for the more complex geometric symbols existed only for those who drew the symbols and not for those who wrote the words "star" or "waves."

Those of you who correctly identified ten or more cards will receive the surprise prize of...a deck of ESP cards. Statistical probability predicted 79 people in a sample this size would qualify, but there were only 75. Since this was not really a competition, we are not listing their names in the interests of privacy. We thank them, and all of you who took the time to respond to the experiment. □

Dr. Gertrude Schmeidler is professor of psychology at the City University of New York. Her analysis of the experiment was based on a tabulation of the responses by Opoc Computing, Inc. in Garden City Park, New York.

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ANSWER DRAWER



Letters (Page 6)

Extra Nice Mail on Scotchograms

I want to see more of those in the future. Carry on being great!

Of all the funny games in your magazine, Scotchograms is the funniest yet. Played it with some friends and they enjoyed it as much as I. Can you print some more in a later issue?

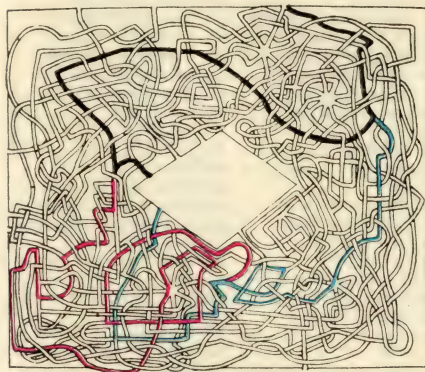
Thank you very much for the compliments.—Ed.

Gamebits (Page 8)

Discard Pile: All of them, according to the November 1978 issue of *Audubon Magazine*. Copyright © 1978, The National Audubon Society.

Lewis Carroll (Pages 14-17)

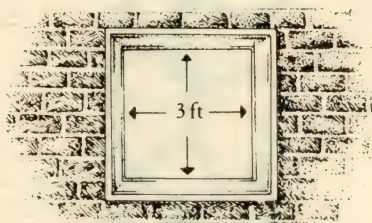
Maze: The three solutions are shown below.



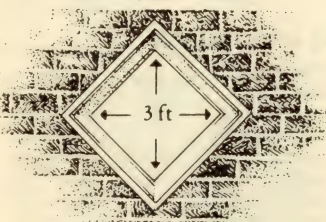
Right Triangles: The smallest right triangles of equal area that Carroll could have found have sides of 40, 42, and 58; 24, 70, and 74; and 15, 112, and 113. For a systematic way of finding such triangles, send a stamped, self-addressed envelope to GAMES/Right Triangles.

Window: By closing off the corners of the window as shown, the window's area is cut exactly in half.

Before

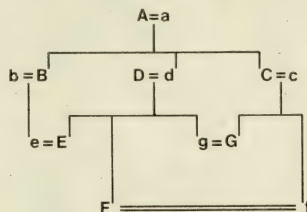


After

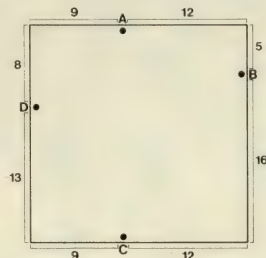


Knot 1: One guest. The family tree shown below illustrates how this is possible. Upper case letters represent male members of the Governor's family; lower case letters denote female members; persons married to one another are joined with a double horizon-

tal line; vertical lines descending from married couples lead to their children (brothers and sisters being connected to one another by single horizontal lines). The Governor is E, and his guest C.



Knot 2: Door 9. The diagram below shows the locations of the four doors and the distance from each of these doors to the nearest room corners. (Counter-



clockwise placement of the doors would not alter the relative distances.) Let A be Number 9, B Number 25, C Number 52, and D Number 73. If the distance between adjacent doors is considered to be 1 unit, then it can readily be seen that the length of each side of the room (and also the distance AC) is exactly 21 units. All the other distances between doors can be calculated using the Pythagorean Theorem, since each distance is equivalent to the hypotenuse of a right triangle whose legs are of the lengths shown in the diagram. Thus:

$$\begin{aligned} AB &= \sqrt{(12^2 + 5^2)} = \sqrt{169} = 13 \\ AD &= \sqrt{(9^2 + 8^2)} = \sqrt{145} = 12 + \\ BC &= \sqrt{(16^2 + 12^2)} = \sqrt{400} = 20 \\ BD &= \sqrt{(3^2 + 21^2)} = \sqrt{450} = 21 + \\ CD &= \sqrt{(9^2 + 13^2)} = \sqrt{250} = 15 + \end{aligned}$$

Hence the sum of the distances from A is between 46 and 47; from B, between 54 and 55; from C, between 56 and 57; and from D, between 48 and 51.

Knot 3: (Carroll's Answer) "They went that day to the Bank of England. A stood in front of it, while B went round and stood behind it."

Anagrams:

- William Ewart Gladstone
- Florence Nightingale
- Himself. Before settling on "Lewis Carroll" as a pseudonym, Dodgson contemplated using this anagram of his first two names, Charles Lutwidge.

Rab—Ymra—?

The answer to this will not be apparent until one spots that "Rab" spelled backwards is "Bar," and "Ymra" spelled backwards is "Army." Not illogically, therefore, the sailor's name should be "Yvan"!

Monkey and Weight: Regardless of how the monkey climbs the rope, the monkey and weight always remain opposite. There is nothing the monkey can do at any time, whether climbing ever so slowly or with frenetic leaps or jerks, to get above the weight. Given the conditions, it is clear that the tension on the rope must be the same on both sides of the pulley; thus the rope will pull equally hard on monkey and weight. This, coupled with the effect of gravity—similar on both monkey and weight—clinches the fact that they are partners in every move and deed.

John Hancock (Page 18)

- Andrew Young
- Marlene Dietrich
- Moshe Dayan
- Robert Redford
- Henry Kissinger
- H.R. Haldeman
- Alexander Dumas
- Marshal Tito
- Yul Brynner
- Rudolph Nureyev
- Al Pacino
- Walter Mondale
- David Niven
- Cary Grant
- Guy Lombardo
- Sophia Loren
- Marcel Marceau
- James Cagney

Character Study (Page 20)

k	()	Z	U	E	M
S	I	Q	v	P	!
N	T	L	C	f	H
g	o	A	R	W	?
y	X	j	&	d	B

Warmup Puzzle (Page 25)

ACROSS

- MIGHT. *Second definition* clue. MIGHT means both "strength" and "perhaps will."
- SPOOL. *Reversal* clue. SPOOL ("You wind thread on this") is LOOPS ("rings") spelled backwards.
- NANCY. *Anagram* clue. The word CANNY anagrammed makes NANCY ("Miss Sinatra"). The anagram is indicated by the word "terribly."

DOWN

- MASON. *Charade* clue. MA ("Mother") with SON ("her boy") makes MASON ("bricklayer").
- GROWN. *Homonym* clue. GROWN ("raised") sounds the same as GROAN ("cry of pain"). The homonym is indicated by the word "audible."
- TALLY. *Concealed word* clue. TALLY ("add the score") is "at the end" of the word MENTALLY.

Crossword à l'Anglaise (Page 25)

ACROSS

- Enigmas (in GAMES)
- Whistle (while + st.)
- Antonym (ant + on + my)
- Slammed (s + lammed)
- Sherry (shy + err)
- Division (DIV + is + 1 + on)
- Inklings (links gin)
- Okie (O.K. + i.e.)
- Oaks (O + ask)
- Demotion (de + motion)
- Reforest (for trees)
- Mother (thermo)
- Chicago (chic + ago)
- Diagram (G.I. Drama)
- Seethes (sees + the)
- Sprayer (S + prayer)

DOWN

- Elapse (please)
- In the nick of time (I often think mice)
- Mandrake (m + and + rake)
- Same (SAM Ervin)
- Washington (washing + ton)
- Iraqis (dlaRy AcQuItS)
- Tom, Dick, and Harry
- Endanger (end + anger)
- Dimensions (dime + N + S + 10 + N + S)
- Corrects (C + rectors)
- Dinosaur (Dino's + au + r)
- Preach (p + reach)
- Framer (farmer)
- Ides (strIDES)

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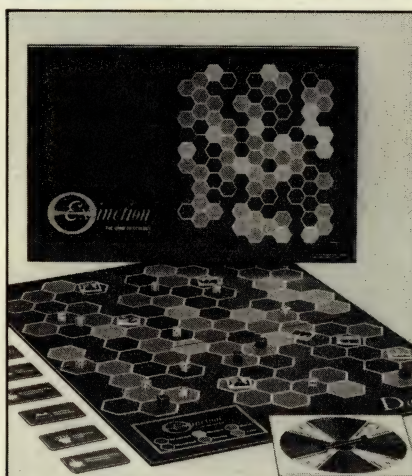
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Burlington, North Carolina 27215

Dszquphsbnt! (Page 26)

1. **BUMBLING BUNCH.** A committee is a group of the unfit, appointed by the unwilling, to do the unnecessary. Stewart Harrol.
2. **REWARDS OF LABOR.** I'm a great believer in luck, and I find the harder I work, the more I have of it. Attributed to Thomas Jefferson.
3. **TEMPUS FUGIT.** Of late I appear to have reached that stage when people look old who are only my age. From Richard Armour.
4. **BETTER LUCK NEXT TIME.** The average man who does not know what to do with his life wants another one which will last forever. Anatole France.
5. **CAUGHT IN THE ACT.** Mistress (finding butler helping himself to costly wine): "Robert, I am surprised." Butler: "So am I, ma'am. I thought you was out."
6. **HUMBLE MAN.** Mark Twain said he would rather have his ignorance than another man's knowledge, because he had so much more of it.
7. **FIX THE PIX.** Television has brought a lot of new things into our homes, such as sporting events, operas, documentaries, plays, movies, and repairmen.
8. **CONFESSION OF A HUMORIST.** It took me fifteen years to discover I had no talent for writing, but I couldn't give it up because by that time I was too famous. Robert Benchley.

Wacky Wordies (Page 27)

- | | |
|--|--------------------------------|
| 1a Just between you and me | 4f Corner the market |
| 1b Hitting below the belt | 5a World without end |
| 1c Head over heels in love | 5b Way behind the times |
| 1d Shrinking violets | 5c Word to the wise |
| 1e Bermuda Triangle | 5d Search high and low |
| 1f A mixed bag | 5e Go off half-cocked |
| 2a Cry over spilt milk | 5f No two ways about it |
| 2b Lying in wait | 6a Hole-in-one |
| 2c Unfinished Symphony | 6b Down-to-earth |
| 2d Pineapple upside-down cake | 6c Three-ring circus |
| 2e You're under arrest | 6d One at a time |
| 2f Split-second timing | 6e Better late than never |
| 3a Nothing on TV | 6f Get a word in edgewise |
| 3b Fly-by-night | 7a Let bygones be bygones |
| 3c Raise a big stink | 7b An outside chance |
| 3d Add insult to injury | 7c Three degrees below zero |
| 3e Railroad crossing | 7d A terrible spell of weather |
| 3f A person after my own heart | 7e World Series |
| 4a At the point of no return | 7f Cut loose |
| 4b The inside dope | 8a Reading between the lines |
| 4c Long underwear | 8b Chicken Little |
| 4d Ostrich with its head in the ground | 8c Fourth of July fireworks |
| 4e Lucky break | 8d London Bridge |
| | 8e Change of pace |
| | 8f Square dance contest |

A Drinking Problem (Page 28)

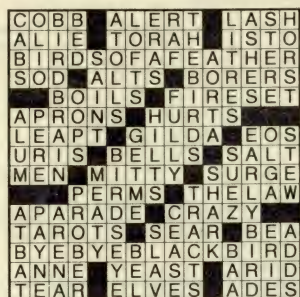
The pubs are visited in this order: The Ram, The Bull, The Twins, and The Crab. The illustration shows one possible route.



Nothing to Fear (Page 32)

1. h (fear of depths)
2. b (fear of fire)
3. c (fear of heights)
4. f (fear of marriage)
5. d (fear of night)
6. e (fear of poison)
7. m (fear of snakes)
8. g (fear of sleep)
9. i (fear of strangers or foreigners)
10. l (fear of blood)
11. n (fear of children)
12. a (fear of death)
13. k (fear of the number 13)
14. j (fear of the color red)

Flying (Page 29)



Be Nimble, Be Quick (Page 29)

1. Jack-of-all-trades
2. Applejack
3. Jackknife
4. Hit the jackpot
5. Blackjack
6. Jack-in-the-box
7. Lumberjack
8. Union Jack
9. Crackerjack
10. Jackson Five
11. Jackstraws or jacks
12. Jack Frost
13. Jackrabbit
14. Straitjacket
15. Jackhammer
16. Jumping jacks
17. Jack-in-the-pulpit
18. Flapjack

Brain Games (Pages 30, 31)

Part 1

1. Safe and sound
2. Hot and heavy
3. Prim and proper
4. Wash and wear
5. Slip and slide
6. Rock and roll
7. Bed and board
8. Sticks and stones
9. Black and blue
10. Cash and carry
11. Hem and haw
12. Creep and crawl
13. This and that
14. Rant and rave

Part 2

1. A/ide
2. S/cares
3. G/rin
4. H/eart
5. S/kis
6. D/read
7. R/ancho
8. G/elatin

Part 3

Spar + row

Part 4

1. Grade
2. Coast
3. Secure
4. File
5. Descent
6. Trust
7. Lean
8. Drove
9. Precipitate
10. Tied

Part 5

1. Some kids are hard to put up with.
2. Content yourself with one pancake this morning. (Or: This morning content yourself...)
3. Most students drew a blank on question two.
4. My hand's number than my five fingers.
5. These lovely paintings you have entrance me.
6. The medium heard voices from the beyond.

Part 6

1. Kangaroo
2. Approach
3. Squabble
4. Toboggan
5. Propound
6. Sabotage
7. Vagabond
8. Parabola

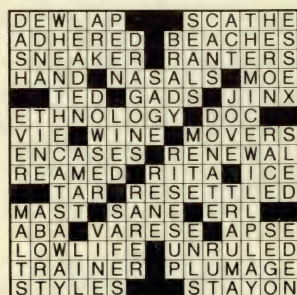
Part 7

Spry gypsy nymphs slyly tryst by my crypt.

How Well Did You Score? Ratings:

- 95-100 points: Genius
82-94 points: Exceptional
70-81 points: Superior
55-69 points: Good

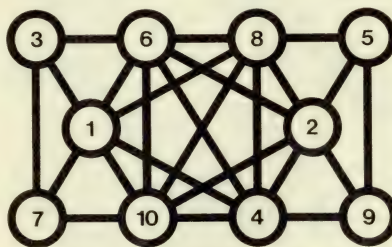
Natural Consequences (Page 32)



Another name for fun and games. SELCHOW & RIGHTER

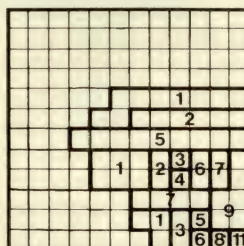
Beguilers (Pages 38, 39)

1. MONEY begins in the third row, seventh column, and reads diagonally downwards.
2. One of several possible solutions



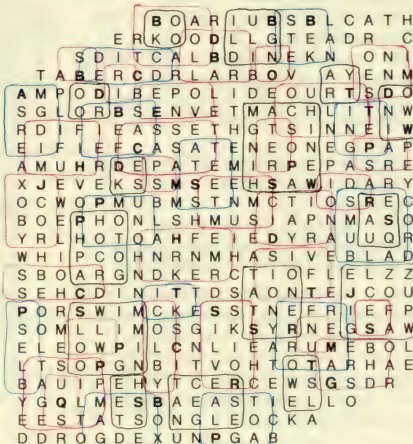
3. Gear C must turn four complete revolutions. Since there are 8 cogs on Gear C, and line C is already aligned with A, you can count by eights around each gear in the direction indicated until its line is also aligned with A.

4. There are 230 cubes missing. The diagram below shows a top view of the large cube; the number in each section indicates the depth of the cubes missing in that section.



5. The squares can be arranged to form a sequence with an increasing total number of areas and shapes: C (6 areas), E (7), B (8), A (9), D (10).

Rectangles (Page 42)



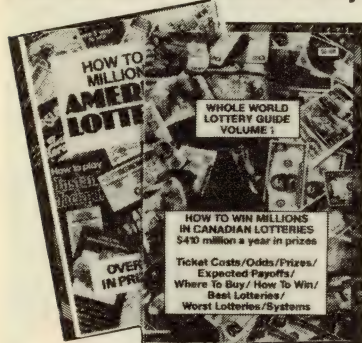
The Pharaoh's Geese (Page 43)

The Pharaoh's geese, evidently, were counted in ten groups; each horizontal row in the papyrus shows a total for one of them. The Egyptians, using a decimal system as we do today, made the vertical column at the far right stand for units, the next column to the left stand for tens, the next for hundreds, and so on. The subtotals and grand total of the geese are thus as follows:

6,820
1,410
1,534
150
4,060
25,020
57,810
21,700
1,240
6,510
126,254

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The Stacked Rack (Page 43)

Since 15 cannot be the difference between two lower numbers, it must appear in the top row.

If 14 is not on the top row, it must appear beneath 1 and 15—something it cannot do because 1 and 15 are on different rows. Ball 14, then, must appear in the top row.

Similarly, if 13 is not in the top row, it must appear beneath 1 and 14 or 2 and 15—something it cannot do because both of those combinations are on different rows. Ball 13, too, must appear in the top row.

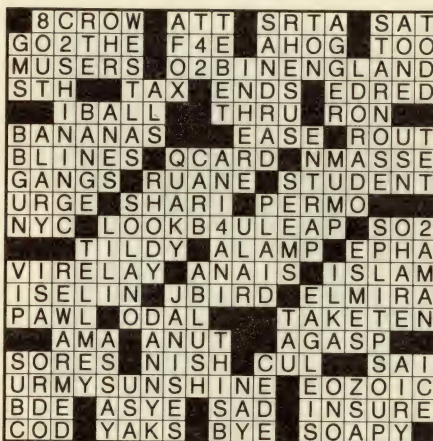
Armed with these deductions, you can work out the rest of the pattern with a small amount of trial and error, since the two balls to the right of the 3 must be one number apart (i.e., 15-14, 14-15, 14-13, 13-14, 13-12, or 12-13), and the two balls beneath the 3 must be two numbers apart (i.e., 12-10, 10-12, 11-9, 9-11, 10-8, or 8-10, others being ruled out by the presence of 15, 14, and 13 in the top row).

This pattern was discovered by George Sicherman and was first presented in Martin Gardner's "Mathematical Games" column in *Scientific American* April, 1977.



"4-Warned Is 4-Armed" (Page 41)

Winner Miriam Raphael completed the puzzle in 25 minutes with four incorrect letters. Tournament runner-up Nancy Schuster turned in a perfect solution in 27 minutes. The average number of letters wrong (for 30 minutes work) by contestants was 7.1.



Double Cross (Page 44)

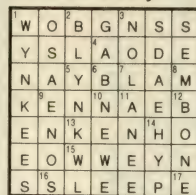
- | | |
|-------------------|-----------------|
| A. JOHN HANCOCK | N. CAKEWALK |
| B. OWNER | O. THRASH |
| C. EMPHASIS | P. LOTHARIO |
| D. YEHUDI MENUHIN | Q. YELLOWWEED |
| E. ATWITTER | R. FARFETCHED |
| F. DEATH WISH | S. OFF THE CUFF |
| G. ABOMINABLE | T. ROTH |
| H. MONSOONS | U. LIMPET |
| I. SHABBINESS | V. ATTRIBUTE |
| J. STALLION | W. UNBOWED |
| K. TASTES | X. GO TO TOWN |
| L. RAFFISH | Y. HEARTH |
| M. INTERWEAVE | Z. SHIP |

Bob Hope was a big hit at one Catholic benefit and after three encores he thanked his staff of writers. When Bishop Fulton Sheen, who is famous on TV as well as in the church, followed him, he said, "I also want to pay tribute to my writers, Matthew, Mark, Luke, and John."

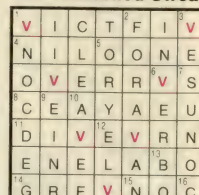
—Joey Adams, *Strictly for Laughs*

RightAngles (Page 45)

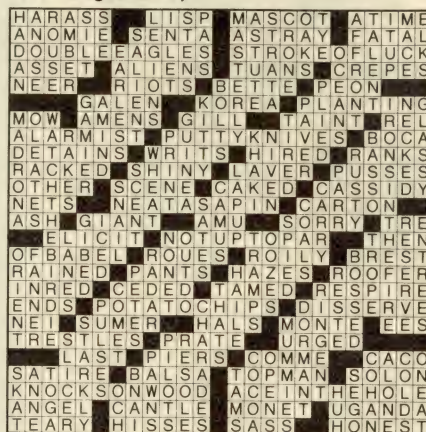
#1—Child's Play



#2—V-Necked Sweater



Fore! (Pages 45-47)



Syllasteps (Page 48)

1	STA	BIL	IZ	ING
2	DIC	TION	AR	Y
3	WIG	GLE	WAG	GLE
4	DAN	DE	LI	ON
5	CON	GRAT	U	LATE
6	DI	VER	SI	FY
7	IM	PRAC	TI	CAL
8	DIS	AS	SEM	BLE

On the Road (Page 48)

The twenty familiar words that can be formed are: coast, coach, couch, outh, crash, crust, crush, toast, touch, tooth, trash, tract, trust, truth, boast, boost, booth, brash, brush, and broth. Four less familiar words that can be formed are: coact (to work together), cooch (a suggestive female dancer at carnivals), troth (one's pledged word), and bract (a floral leaf).

Games & Books (Pages 51,52)

The Rock 'n' Roll Trivia Quiz Book

A white sportcoat and a pink carnation

Fats Domino

Dee Dee Sharp

The Beatles

He's shakin' like a man on a fuzzy tree

Bangla Desh

1910 Fruit Gum Company

Paradoxes and Probabilities

The first impulse is to play a man from W11 to W6, in hopes of making W2 next time. Red has a strong board which must be respected, and White would be leaving four shots by this play, but if he is hit and fails to enter, Red would be in command. A bolder play is to make W7, leaving blots on W8 and W11. Admittedly this would leave eleven shots, seven more than the other way, yet it is far better. White doesn't want to be hit, but if he is, it is hardly a disaster. How is Red going to extricate his two other back men? White may stay on the bar, but even if he does he will retain his strong front block. Red is favored to break his board long before he escapes from White's clutches.

Of course it is more desirable to give Red only four shots instead of eleven, but the point is that if White is hit on W11 and doesn't come in, he is in such danger that it would be difficult to take a redouble. However, if he is hit on W8, regardless of whether or not he enters right away, he still has much the stronger game.

Here is an example—and there are many—where

the number of shots you give your opponent is irrelevant. In this situation you are taking a calculated risk to secure an almost impregnable position—certainly sound tactics.

The Backgammon Quiz Book

5-3 E-M

This is a good time to make a run for it as Black has no way to point on the man you have left behind—unless he throws a miracle double 3.

4-4 E-M2

You will be well ahead in the race if you make a quick exit with your back men. There is little reason to complicate matters with any of the alternative plays.

5-2 RW TV

There is not much you can do with this poor roll. The only attractive choice is to play safe and construct more builders.

Backgammon For Profit

Red must move two men from R7 to R5 and two men from B12 to R11 (play A). This play is much better than moving two men from B12 to R9 (play B). The reason: red has much less timing than black in this particular case—timing means freedom of movement. By making R5 red strengthens his inner board and by moving two men from B12 to R11 red gives himself two men which can play in comparative safety as they are not directly threatened by black's men on R4.

If red chooses play B then he will be completely stripped of maneuverability on his next throw unless he rolls either a large double or a very small number.

Playboy's Book of Backgammon

The easy play for White . . . is to cover X with V and make a full prime. To make the full prime is usually correct, but in this instance it is completely wrong. Use the 5 to hit A with Y and play V from R12 to W12. The reason for the hit is simple: to prevent Red making your 1 point. Once he makes W1, Red would be in this game right to the end and he has a chance to keep his board intact. His timing is fairly good, so if White gets hit later, Red could easily win the game. By hitting A on the 1 point and putting two Reds on

the bar he forces Red to roll a 1 immediately, otherwise he is a big favorite to cover Y with any 3, 6, or 12. If Red does throw a 1 and puts Y on the bar, plenty of combination shots will hit A again (6-1, 6-3, 2-3, etc.), still leaving Red in a mess with A and B on the bar. (Many other numbers—4-1, 5-4, etc.—do at least hit C.) I would hit A with 5 even if a seer sitting at the table announced beforehand that Red would throw a 1. I just wouldn't want Red to make that W1 point. The odds against Red throwing 1s on two consecutive rolls: 17-2. It's worth taking the risk.

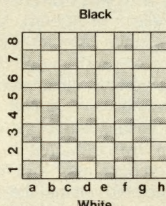
Chess (Page 56)

- A. 1. Rc1-c8+! (a decoy sacrifice), Qb7xc8; 2. Qg6xg7+, Re7xg7; 3. Rg3xg7 mate.
B. 1. Rd7-d5+! Nf4xd5 (if instead Kb5-a6, then 2. Bg4-c8+); 2. Bg4-e2+, Kb5-a5; 3. Rc7-a7+ and mate next move.
C. 1. Qg6-e4+! Qe2xe4+; 2. Nc3-d5 mate.

Algebraic notation

Capital letters and symbols refer to the pieces and operations listed below; lower-case letters and numbers refer to the grid system marked on the board below.

"-" means "moves to" Q-Queen
"x" means "captures at" R-Rook
"+" means "check" B-Bishop
K-King N-Knight
(Absence of piece abbreviation indicates Pawn move.)



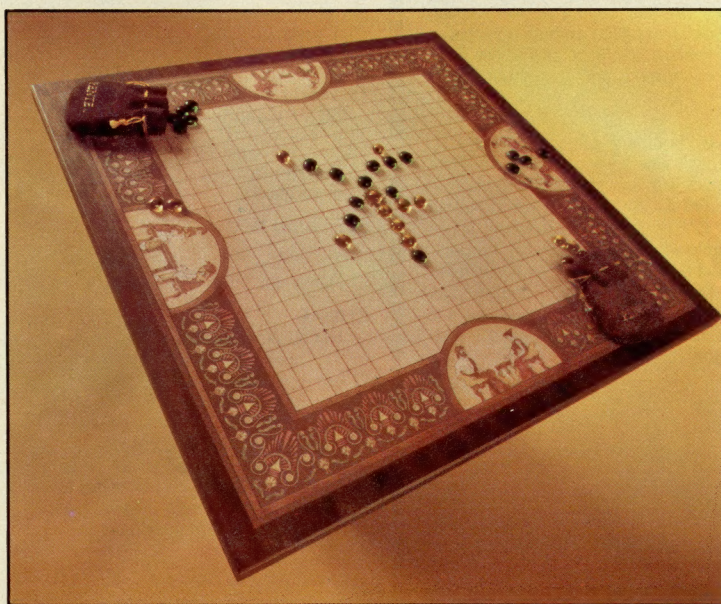
Word Row (Page 58)

- YOU and EWE.
- COW and KINE.
- SEQUOIA (or EULOGIA; or MIAOUE, in which the five vowels even appear consecutively).
- DESSERTS and STRESSED.
- BEST and its opposite WORST are both verbs meaning "to get the better of (someone else)."
- SCINTILLESCE.
- PROPRIETARY.
- STRENGTHS.
- KNICKKNACK, also spelled NICNAC.
- POSSESSIONLESSNESSES.
- UNCOPYRIGHTABLE—not in the dictionary but used in publications of the Copyright Office of the Library of Congress.
- IDEALITY.
- TEMPER, meaning both "to harden" (as steel or cast iron) and "to soften" (as hardened steel or cast iron).

Telephone Tunes (Page 60)

- Clementine* (Traditional)
Oh my darlin', oh my darlin',
Oh my darlin' Clementine,
You are lost and gone forever
Dreadful sorry, Clementine.
- Jingle Bells* (Pierpont)
Jingle bells, jingle bells,
Jingle all the way,
Oh what fun it is to ride
In a one horse open sleigh.
- Yellow Submarine* (Lennon and McCartney)
We all live in a yellow submarine,
A yellow submarine, a yellow submarine
(repeat)
- Bicycle Built for Two* (Dacre)
Daisy, Daisy,
Give me your answer do.
I'm half crazy,
All for the love of you.

(Continued on page 72)



The Deluxe Board (pictured) is made of laminated birch imported from Finland. Each of these original hand crafted collector's sets is signed and numbered by the designer-Gary Gabrel. The sets include three sets of jewel-like glass playing pieces in leather pouches, a complete instruction booklet, and handsome carrying case. Board is 19" x 19", shipping wt. 11 lb.

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5. *We're in the Money* (Warren and Dubin)
We're in the money.
We're in the money.
We've got a lot of what it takes to
get along.
6. *Blowin' in the Wind* (Dylan)
How many roads must a man walk down
Before you call him a man? ...
The answer my friend, is blowin' in the wind,
The answer is blowin' in the wind.
7. *Winter Wonderland* (Smith and Bernard)
Sleigh bells ring, are you list'nin'?
In the lane, snow is glist'nin'.
A beautiful sight, we're happy tonight,
Walkin' in a winter wonderland.
8. *Red River Valley* (Traditional)
From this valley they say you are going,
We will miss your bright eyes and sweet smile.
9. *Da Doo Ron Ron* (Barry, Greenwich, and Spector)
Met him on a Monday and my heart stood still.
Da doo ron ron ron, da doo ron ron.
Somebody told me that his name was Bill.
Da doo ron ron ron, da doo ron ron.

Eyeball Benders (Page 62, 63)

- | | |
|-------------------------|---------------------------------------|
| 1. Claw of a hammer | 9. Spindle adapter for 45 RPM records |
| 2. Fig Newtons | 10. Soccer ball |
| 3. Back of an envelope | 11. Loose-leaf paper reinforcements |
| 4. Waffle | 12. Sour balls |
| 5. Emery boards | 13. Edge of a 35 mm slide |
| 6. Lollipops | 14. Roll of toilet paper |
| 7. Price tags | 15. Basketball |
| 8. Bottom of a starfish | 16. Marbles |

The Hatpin Murder (Page 49)

The economist is the numismatist, and Darvan must be the entomologist-lepidopterist (clue 1 from Dinwitty). So the numismatist is neither the psychologist nor the entomologist, and the lepidopterist—who is Darvan the entomologist—is neither the psychologist nor the economist. Therefore by elimination the psychologist is the philatelist.

The hypochondriac is the philatelist (clue 2), and therefore also the psychologist.

Marks is not the hypochondriac and he does not have claustrophobia (clue 3), so he must have acrophobia. Therefore he can't be the psychologist-philatelist (the hypochondriac is), and he's not the entomologist-lepidopterist (Darvan is), so Marks must be the economist-numismatist. By elimination, Froid must be the psychologist-philatelist-hypochondriac. And Darvan has claustrophobia.

The lieutenant figured it was unlikely that anyone with claustrophobia would be in an elevator. Similarly, an acrophobic would not be in a glass elevator at the twentieth floor. So the murderer must have been the hypochondriac, Froid. But what was his motive?

The lieutenant reasoned that if the numismatist (Marks) had divorced Mrs. Marks for taking coins from his collection for the parking meter (clue 4), it was likely that Mrs. Marks had taken stamps from Froid's collection to mail a letter!

When confronted, Froid confessed that he'd been working on his stamp collection in his thirtieth-floor apartment when Mrs. Marks visited him. After she left, he discovered a block of 2-cent stamps and a 7-cent stamp missing from his collection. Furious, Froid took the elevator to the twentieth floor, gulping down a "heart" pill on the way and spilling one onto the floor.

Mrs. Marks was waiting for the elevator when it arrived, and Froid pushed the stop button to hold the door open for her. Letter in hand, Mrs. Marks stepped into the elevator. Seeing that she had devalued his precious stamps by sticking them on her envelope, Froid became enraged, pulled out her hatpin, and stabbed her.

Beaux Gestes (Page 34, 35)

(The literal translation appears first. The colloquial expression follows in quotation marks.)

1. Extra! "Excellent!"
2. My eye! "You can't fool me!"
3. The two fingers up the nose. "It's so easy I could do it with two fingers up my nose."

4. He's stuffed. "He's potted." "He's drunk."
5. Your snout! "Shut up!"
6. One pulls oneself away. One breaks away. "Let's get out of here." "Let's split."
7. Splendid. What a jewel.
8. I had a fright! "I was really scared!"

EUREKA

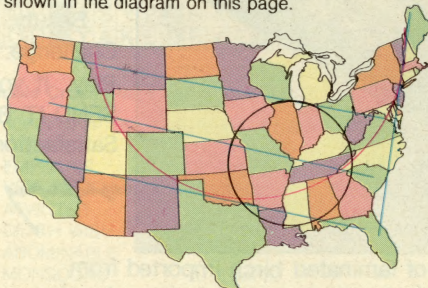
EUREKA is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

★ **Mensa** (May/June, pages 14, 15). Howard R. Wilkerson of Chester, SC, has found two alternative solutions to problem 19 (3 is to 9 and 18, as 2 is to 8 and —): the solution 12—because $3 + 6 = 9$, $3 \times 6 = 18$, $2 + 6 = 8$, $2 \times 6 = 12$; and also 10—because $3 \div (9 + 18) = 2 \div (8 + 10)$. Still another possible solution was submitted by David L. Tyner of Creola, AL, who arrived at 16 by reason of $3 + 6 = 9$, $9 \times 2 = 18$, $2 + 6 = 8$, $8 \times 2 = 16$.

★ **What's Wrong With this Picture?** (March/April, Cover). Linda L. Pelletin of Auburn, ME, has found more April fooleries in the Norman Rockwell illustration: the designs (scrollwork) on each side of the table don't match; the vertical mantelpiece designs behind the man and woman don't match; and the top of the wood paneling on each side of the mantelpiece is different. Also, Emil Swift of Mount Joy, PA, noticed that the clock legs do not match; and Ann-Marie Nurni of Sterling, CT, pointed out that the table-top does not seem to extend far enough to support the woman's arm.

★ **Krypto** (March/April, page 43). Robert A. Wagner of Los Angeles, CA, has found a simpler solution to the problem of obtaining 23 in an arithmetic equation using the numbers 8, 25, 2, 5, and 9. His solution, which uses only addition and subtraction: $25 + 9 + 2 - 5 - 8 = 23$.

★ **Mappit** (January/February, page 17). Scott Collier of Dixon, CA, has found a way of hitting 47 states (all but Rhode Island) with four straight lines, improving on our solution of 44. Sixth grader Stacy Neroni of Santa Monica, CA, crossed 21 states (our score was 19) with a circle wholly within the U.S. borders, the center coincidentally falling near her home town of Cairo, IL. And Dave Toth of South Bend, IN, has managed to hit 25 states (instead of 23) with the arc of a circle of any description. Their solutions are all shown in the diagram on this page.



★ **National Puzzlers' League** (January/February, pages 10, 11). A number of readers have found improvements in the solutions given for "Heads You Win." For each letter of the alphabet, the object was to find the longest word that, minus its first letter, would form another word. Only bold-faced entries in *The Merriam-Webster Pocket Dictionary were allowed. Alan Laska of Brooklyn, NY, improved on ATYPICAL with APOLITICAL; C.A. Gravine of Throop, PA, bettered HARBOR with HAIRLINE; Judith Brenner of Lincolnwood, IL, found LIMITATION instead of LITERATE; and Pearl Thompson of Hood River, OR, submitted PRE-*

POSSESSION and CAROUSAL as improvements over PRESIDENTIAL and CHASTEN. Also, upon reexamining the rules, we found nothing that would prohibit the further improvements of APOLITICALLY and CHASTENING, both of which are listed in boldfaced type. The net effect of these joint efforts is to raise the "best possible" score from 199 to 211, and it may go higher still.

Dorothy Evelyn Stanley of Norfolk, VA, has found an improved solution for "The License Plate Game" problem of finding the shortest word using the letters MYM in order: MYOMA, a one-letter improvement over MAYHEM.

★ **10 Tricky Brainteasers** (November/December, pages 18, 19). Don I. Dwyer, Jr., of Radford, VA, has found an alternative way of crossing "nine letters" out of NAISNIENLGELTETWEORHSD to spell "a single word." After crossing out the nine letters A, E, I, L, N, R, S, T, and W every time they appear, only a single word remains: GOD. The solution may seem to be a "trick" one, but no more so than ours was.

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